

Computer

Only 60p

# GAMESWEEK

14-20 September 1988

A FOCUS MAGAZINES PUBLICATION

## SPEEDBALL Bitmaps Return Exclusive

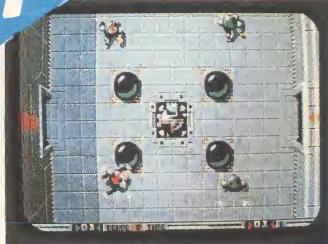
**Inside Trader**  
**Action Service**  
**Street Gang**  
**Competition**  
**Win a TV/VIDEO**  
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**PLUS . . .**  
**Galdregons Domain**  
**preview, C.I.A.,**  
**Gamescan, HQ, Crisis in**  
**Eating Arizona!**

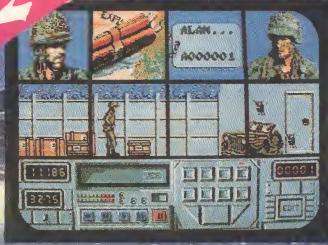
1

Speedball



2

Action Service



3

Echelon



**THIS  
WEEK'S  
TOP**

4

NEW!



DDO-DTO BFT

# WHAT'S HOT IN THE GAME



PC SHOW STAND N° 3117

## 6 News

Schwarzenegger in the Ocean, as Red Heat gets signed up, along with Rambo III. Robocop to appear at the show, Battle Island from Novagen, and all the week's news from Billy 'death wish' MacInnes.

## 14 Adventure Bridge

Our man in the pixie suit reports on all things elf-like, including tips on Legend of the Sword and news about Dungeon Master – the extra levels.

## 18 Ground Zero

### 18 Echelon

You too can look like a complete prat by wearing the latest fashion accessory from Access. A headset in space game that isn't so much voice activated but noise activated.

### 18 Action Service

And the training goes on! Yet another combat school to enrol in.

### 20 Street Gang

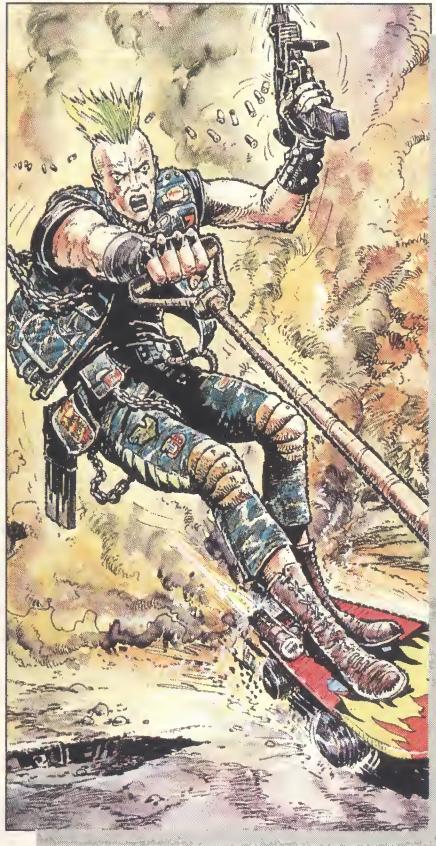
Thugs, muggers and molemen are on the rampage, and you've got to go jogging through the middle of them.

### 20 2088

Well it looked like Robotron to us. But at this price you're not paying for originality.

### 21 Pipeline

The BBC gets a shot in the arm with Superior's latest smooth scrolling puzzler.



## 21 Mazie

Arkanoid with a map time. Plenty of balls and tons of action but somewhat confusing.

## 24 Speedball

The Bitmap's byte back proving that there is life after Xenon in this futuristic sports game. Run around smashing the opposing players in the kisser with a steel gauntlet. Innocent fun for all the family, plus a great chance, nay an unbelievably glorious chance, to win a combined TV-video recorder, a set of Photon phaser goodies, and copies of the game. All thanks to your super soaraway Gamesweek and marvellous Mirrorsoft.

## 27 Virus

Zarch on the Speccy? Impossible? Well, not quite but you may find yourself wishing that it was.

## 41 Inside Trader

Hur, hur. Slip us 10 G and I'll dish the dirt on Bloggs Computers. Boesky mania hits computerland as you get to play what the city has been doing for years.

Top: Adrenalin overdose as you become a brutal wrecking machine in Speedball (page 24).  
Above: Just one of the disturbing characters from Crisis, the new comic for a new age (page 44).

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## 27 Poster Competition

Get posted (unlikely though it may seem at the moment) with EA and the Powerdrome.

## 28 C.I.A

The Computer Information Agency delivers more hints and tips, and if this damned postal strike would finish you'd get some maps as well.

## 30 Up Periscope

The first Dungeon Master inspired product surfaces, along with Sorcery Plus on the ST. Savour the graphics of Galdregon's Domain.



### 32 Letters

Your chance to vent your spleen, as long as you have a fax machine at the moment that is.

● Deep in Galdregons Domain, one of the games previewed this week in Up Periscope

## 35 Reader's Survey

Attention! You there. Yes, you, the one shuffling around holding the mag. Fill in the survey pronto and we won't send Billy around to tell you his scorpion anecdotes.

## 43 HQ

General Lee suffers Union City Blues in Decisive Battles of the American Civil War Vol II.

## 44 Eating Arizona

It's mad, it's bad, it's dinner time in the desert. Simon '24 hour' Pipe reports on the most exciting development in comics since last week.

## 46 Gamescan

All the latest chart info direct from Gallup.

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ENTERTAINMENT INTERNATIONAL will be releasing *Off Shore Warrior* on October 5. The game puts the player in charge of a high speed power boat. The year is 2050 and you are a participant in the new sport of off shore racing where the only rule is to win, whatever the cost. Anything goes.

The game will be available for the Amiga (£24.99), Atari ST (£19.99) and PC (£24.99).



● Off shore warrior

GRANDSLAM WILL BE displaying *Espionage* at the PC Show, based on the board game, and *Pacmania*, a coin-op conversion. It will also be previewing *Enter The Dragon*, the second in the Bruce Lee series. The company will release *Thunderbirds* and *Running Man* early in the new year.



● Pacmania

THE SEGA STAND at the PC User Show will feature 20 playable SEGA's, all displaying the latest technology in home entertainment. New accessories, such as 3D glasses, light phasers and rapid fire units, will also be on show. *Thunderblade* and *Double Dragon* will also be exhibited.

KONAMI WILL BE exhibiting games software for the Nintendo Games machine at the Show. Amongst the games featured will be *Top Gun*, *Goonies II* and *Gradius*, *Kings Valley II*, a new MSX game will also be on show. On display will be *The Main Event* (a wrestling game), *Checkered Flag*, *Konami 88 - Olympic Games* and *Vulcan Venture*.

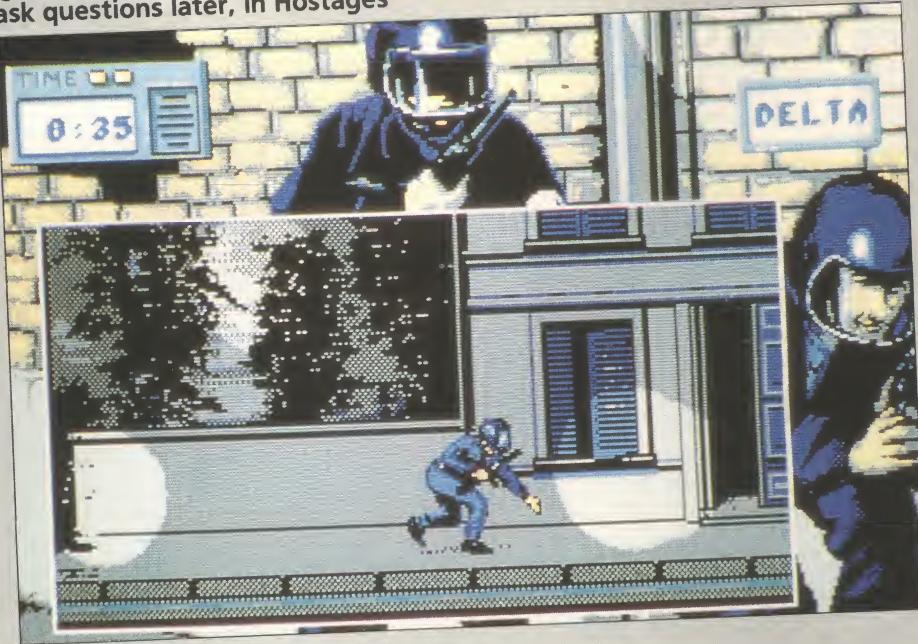
## Mad dog terrorists in hostage massacre

THE FRENCH software house, Infogrames, has several new games due for release in the coming months. *Hostages* is set in Paris, where a bunch of crazed terrorists – those guys get everywhere – have taken over the Embassy. They hold four hostages. It is up to Captain Cavendish (well, it wouldn't be Captain Birdseye) and his crack unit from the Intervention Group of the State Police Force to take the Embassy by force and save the hostages.

Once you get over the initial shock of being called Cavendish, you have to get into action. Commanding a team of six men, three crack marksmen and three climbing experts, it is up to you to coordinate their movements as they begin the assault. The three marksmen are placed at strategic points around the Embassy, and it is their job to cover the climbing experts as they scale down the walls. The ST version will be available in the first week in October at a price of £24.95. Amiga and PC versions will follow.

*Action Service*, a commando training game, is due for release in late September/early November. The player has to make it through the Course, a gruelling track of obstacles, traps, fences, pits, savage dogs and enemy soldiers. It also has a complete obstacle construction kit, so that you can make it as difficult as you like. The ST version will retail at £19.95.

● Your chance to blow away those pinko subversives – shoot first, ask questions later, in *Hostages*



**Operation Neptune** is a submarine game, which puts the player in charge of one of the world's most technologically advanced subs. The object is to destroy enemy undersea bases and so rid the world of the dreaded Yellow Shadow. Along the way, the player has to detonate mines, navigate through dangerous waters, fight man-to-man with enemy frogmen, fend off sharks and octopii, and blast waves of enemy patrol craft.

**Operation Neptune** is scheduled for release in November for the ST. Other versions, including Amiga, PC, Amstrad and C64, will follow. The Infogrames' stand (number 3147) will feature the PC and C64 versions of *Captain Blood*. Amiga and Spectrum versions are also a possibility. It is thought that the initial screens for the game based on the exploits of *Tintin* will also be on show.

## Gold run

THE U.S. GOLD STAND (number 3117) at the PC Show will be exhibiting several games, including *Epyx*, *4 x 4 Off Road Racing*, *The Games - Summer Edition*, *Gold*, *Silver* and *Bronze* (a compilation), *Advanced Dungeons and Dragons*, *Echelon* (from Access) and *L.E.D. Storm* and *Tiger Road* (from CapCom).

The U.S. Gold Pepsi Challenge will also be taking place during the show. A *Thunderblade* coin-op will be available for visitor use free of charge. Visitors will also have the chance to win a Kawasaki motorcycle. Gremlin will have a substantial number of games on display. Among them will be *Federation of Free Traders*, *Technocop*, *Motor Massacre*, *Ultimate Goal*, *Dark Fusion* and several compilations including *Flight Ace*, *Space Ace* and *Karate Ace*.

# NEXUS

## Gamesweek on the street

### Sword ready to fall

**N**OVAGEN WILL BE exhibiting several new games at the PC Show, including *Battle Island* and *Damocles*.

The scenario of *Battle Island* has Earth's four superpowers, united by the threat of alien invasion, faced with the destabilising threat of a fifth force, Miram Begat, an international arms dealer who has invested heavily in new offensive technology. His project, headed by Dr. Charles Petersen, the neutron beam physicist (say what?), is



● **Battle Island.**

near to completion. Its location has been discovered in the remote mid-Pacific, on *Battle Island*.

You have some idea of the fortifications, but none of the electronic weaponry now in place. Furthermore, there are hostages to consider.

*Battle Island* presents a play area of over 350 screens and provides many hours of arcade action. The game is due for release at the PC Show for the C64 and will retail at £9.95 cassette/£14.95 disc.

*Damocles* will be previewed at the show. *Damocles* is the sequel to *Mercenary*. In the game, your destination is Gamma 5, a solar system circling the star, Dialis. The comet, *Damocles*, will collide with the fifth planet, Eris, in just a few hours. All areas under immediate threat have been abandoned, exceptional salvage rules now apply. It's up to you to avert impending disaster. The magnitude of your task promises countless hours of absorbing play, punctuated only by the wry (rye) humour of Benson, your guide and mentor. The game is due

for release in November at £24.95 for the ST, Amiga and PC (EGA).

Novagen will also be publishing the work of Quantum House, which has *X-Terminator* for release on C64 at the show and will be previewing *Transfighter* for the ST and Amiga.

### Loadsaballs for sports fans

**A**CCOLADE IS RELEASING four new sports simulations in the run-up to Christmas. *Serve and Volley* is an action/strategy tennis simulation that features three different levels of difficulty, three different court surfaces and a full tennis court view. Players can choose from three serves and five different strokes. *Serve and Volley* is a one or two player game. It will be available for the C64 in October and for the PC in November.

*Rack 'em*, as its name suggests, is a snooker/pool game. The package includes five games, snooker, bumper pool, straight pool, 8 ball and 9 ball.

*Fast Break* is a three-on-three action basketball game which allows players to select pre-set offensive and defensive plays or design their own. It has a full complement of basketball moves from three pointers to slam dunks – whatever they may be. The C64 version will be available in November.

*T.K.O.* (Technical Knock Out) is an arcade style, split screen boxing game, featuring offensive and defensive man-



● **Serve and Volley**

oeuvres. *T.K.O.* will be available for the C64 in December. All of the above games will retail at £9.95 cassette/£14.95 disc for the C64 and £24.95 for the PC.

**E**MPIRE, A SPACE simulation game for the Atari ST, Amiga and PC (priced at £24.95), is due to be released at the PC Show. Produced by Interstel, the game will be marketed by Electronic Arts.

**S**T AND NUMBER 3057 is where you will find Superior Software at the PC User show. Superior will be displaying two new releases for the B.B.C. Electron, Pipeline and Play it again, Sam 3 (a compilation).

*Pipeline* is set in the 25th century. Earth is mining sulphur on Io, Jupiters moon, when a volcanic eruption engulfs the robot-controlled extraction platforms. Your mission is to recover the drums of sulphur, close down operations and return to earth. Superior are planning to begin multi-format releases soon.



● **Pipeline**

**A**TARI, AND ITS PARTNERS, will have the largest stand at the Show. Atari World, as it will be known, will measure just under 1000 square metres and will contain over 50 machines, featuring the widest possible range of games. Visitors will be able to use all of the machines free of charge. These will be a mixture of Atari Video Consoles, PCs and Arcade machines.

**C**OMMODORE WILL HAVE THE largest single company stand at the PC Show. The 504 square metre site will include an Entertainment Software Arcade and 100 seat theatre. The games arcade will have four arcade machines of various Amiga's and C64's running games from software houses.

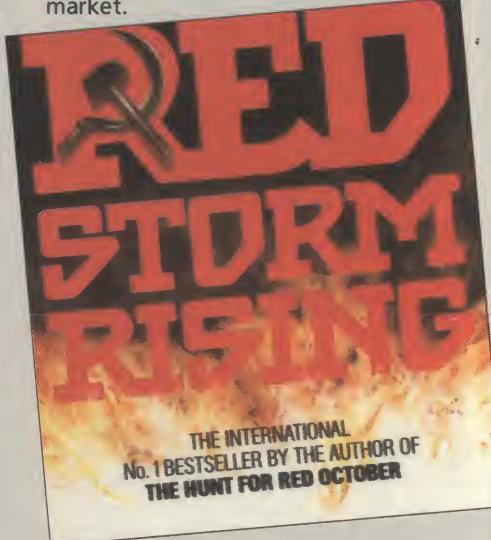
The company is planning to make a number of major announcements about its Christmas marketing plans for the C64 and the Amiga on the first morning of the show.

**P**RISM LEISURE IS ON the buses at the PC Show. The company's stand (number 2472) will be housed in a double decker bus. On show will be *The Kristal*, *Hot Shot*, and *Hyper Force*. *Football Manager 2* will be on sale at the stand.

## Yanks assault Arctic Reds

**A**MONG THE EXHIBITORS at the PC Show will be Microprose (stand number 3227). The highlight of its display will be the *Super X*, multi-passenger simulator (stand number 3235). Customers who purchased Microprose products from W. H. Smith stores between August 16 and September 12 will have received invitation to ride in the simulator at the show.

Along with its joint venture companies, Microprose will be showing several new games. Microprose will be exhibiting the first of its new series of sporting simulations, a soccer-based game, and a new range of software specifically developed for the PC market.



Based on the best seller by Tom Clancy

Also on show will be *Red Storm Rising*. The game puts the player in charge of a U.S. nuclear attack submarine, which has to locate and destroy Soviet submarines as they leave their Arctic base. Who said that the Cold War was over?

*Red Storm Rising* will be available for the C64 soon, retailing at £14.95 on cassette and £19.95 on disc. Other formats will follow. Microprose will also be showing *F-19 Stealth Fighter* and *Covert Action*. Origin, a joint venture company, will be previewing *Space Rogue* and a game with the working title of *Battle Tank*. It will also be showing *Ultima V* and *Times of Lore*.

Cosmi will have several games on display, including *The President is Missing*, *Inside Trader*, *Corporate Raider*, *Defcon 5* and *Navcom 6*. Suncom, one of the leading joystick and peripheral manufacturers in the U.S., will be showing 12 new products. Among these will be joysticks for the PC and Nintendo.

## Telecom make a mint



● Elite, from Firebird

**A**T THE PC SHOW, TELECOM-SOFT will be exhibiting several products from its subsidiaries, Firebird, Silverbird and Rainbird.

Firebird will be exhibiting five games: *Soldier of Fortune*, *Exploding Fist* (the authors of this program were also responsible for *Samurai Warrior*), *Savagery*, *Elite* and *Blazing Barrels*.

*Blazing Barrels* is a cowboy game set in a town called Providence. Providence has been overrun by cut-throats and desperados of every conceivable persuasion (including Computer Gamesweek staff) and there's only one man who can bring peace back to the town. Black Jake, the fastest gun in the West, and you're him. *Blazing Barrels* will be available for the ST and Amiga on November 23, priced at £19.99.

Rainbird will be exhibiting *Fish!*, *Starglider 2*, *Terminator*, *Deja Vu II* and *Weird Dreams*. *Weird Dreams* places you in a hospital bed, from which you drift helplessly in a surreal, shifting landscape of the subconscious. Waking up in a Dali-esque landscape where

nightmares come to life and everyday objects assume grotesque proportions, you have to solve the intricate and highly imaginative puzzles in order to fight your way back to a world of sanity (?). *Weird Dreams* will be available soon for the ST, Amiga and PC, priced at £24.99. It will also be available for the C64 on cassette (£14.99) and disc (£19.99).

Meanwhile, Silverbird, the budget arm of the company, will be exhibiting *Hopper Copper*, *Skateboard Joust*, *Turbo Boat Simulator*, *Classic Dogfight* and *Scuba Kidz*.

● Starglider 2 from Rainbird



The year is 2016, Skateboarding has become the most popular sport in the galaxy. Flares are back in, as are platform soles. Competition between planets is fierce (just who has the widest sideburns). You have to use your skateboarding skills to prove yourself the greatest and dispose of all your other competitors. *Skateboard Joust* will be available from November 2, priced £1.99. The Telecomsoft stand (number 3447) will also feature a *Mr. Heli* arcade machine and the company will also be selling T-shirts and giving away mints.

## Shoot to kill

**M**ENACE - WHICH ISN'T a game about the editor of Computer Gamesweek - and *Chrono-Quest* will be the two main games featured on the Psygnosis stand at the PC Show. *Menace* is a fast, action-packed journey through six different worlds, where lightning reflexes and furious fire button action are your only hope of survival. Your objective is simple, to destroy the planet Draconia. Draconia is a planet of fear and death, heavily defended, which can only, possibly, be destroyed by a single fighter craft. Guess who just volunteered? The game will be available for the ST and Amiga by the end of September, priced at £19.95.

*Chrono-Quest* is the first adventure game from Psygnosis, and is the first in a series of adventure games to be published by the company. It is four discs in size.

The game begins in your father's house in the 1920s. Your father has been

murdered and you are the prime suspect (what kind of person are you?). You discover a time machine with which you pursue Richard, your father's not-so-fatherly servant, whom you suspect of having done the dirty deed. He has escaped into the future, so you have to go get him.

*Chrono-Quest* will be released very soon for the ST and Amiga, priced at £29.95. Psygnosis will also be exhibiting *Aquaventura*, one of the fastest shoot-'em-ups in the world.

**T**YNESOFT WILL BE PREVIEWING the game of *Superman* (for all formats) and exhibiting *Barnum and Bailey's Circus Games*. *Summer Olympiad* will be released for Amiga, Atari ST, C64 and PC.

**H**EWSON WILL BE SHOWING *Zynaps*, *Eliminator*, *Netherworld*, *Exolon*, *Cybernoid* (for the Amiga and Atari ST) and they should also have *Cybernoid II*.



### Furry hitman at the Show

**M**IRRORSOFT WILL BE exhibiting 16 products from five subsidiary labels at the PC Show.

Imageworks will be exhibiting *Sky Chase* (Amiga), *Fox Fights Back* (C64), *Fernandez must die* (C64), *Speedball* (ST) and *Bomboozel* (C64). Cinemaware will be exhibiting *Rocket Ranger*, *Lords of the Rising Sun* and *TV Sports Football* (as previewed in Gamesweek a fortnight ago). F.T.L. will be exhibiting *Dungeon Master* (Amiga) and *Oids* (ST). Spectrum/Holobyte will be displaying *Falcon* (PC) and *P.T. 109* (PC).



● Dungeon Master beastie on the loose!

P.S.S. will be showing *Waterloo* (PC), *Bismarck* (ST) and *Theatre Europe* (Amiga). Visitors to the stand should look out for a surprise furry guest star who will be dropping in on the festivities.

### Ocean bring on the big guns

**O**CEAN SOFTWARE HAS acquired the rights to two new movies. Clips from *Red Heat*, Arnold Schwarzenegger's film due for release early in 1989, and *The Untouchables*, due for video release in November, will be shown at the Ocean stand (number 3102). The computer game versions of both of these films will coincide with their release dates.

Meanwhile, previews of Ocean's two other film licences will be on show. *Rambo III* and *Robocop* will be released during November and December 1988 for 8 and 16 bit formats. *Robocop* is also expected to make a personal appearance at the Show, so make sure you behave yourselves.

A Ferret armoured car will feature on the Ocean stand to promote *Operation Wolf*, Taito Corporation's chart-topping



● Robocop – stalking the PC Show

coin-op. A six-level jungle-warfare computer game conversion is due for release in October for 8 and 16 bit formats. A bank of coin-op arcade machines will be showing forthcoming conversions, including *Victory Road*, *Guerilla* (both from SNK) and *Typhoon* and *Wec Le Mans* (from Konami). Daley Thompson's *Olympic Challenge*, now available for C64, Spectrum, Amstrad CPC and Atari ST, will be on show. Ocean will also be exhibiting previews of the Amiga and PC formats.

### Death wish 27

**L**OOK OUT FOR *Joe Blade 2* and *Galdregons Domain* on the Interceptor Group stand at the PC Show. The streets are crawling with punks, thugs and muggers (yes, it's Conservative Party Conference time again). The ordinary urbanite masses remain prisoners in their crumbling homes, too terrified to venture into the crime-ridden inner-city horrorscape beyond their front doors (home, sweet home).

Only one man can clean up this city, *Joe Blade*, that's you. More devastating than an inner-city task force. The game will be released for Spectrum, C64 and Amstrad on September 21 and for the ST and Amiga in October, 16 bit versions will retail at £14.95 and 8 bit versions at £1.99.

● Exclusive screenshot of Galdregons Domain – you saw it here first!



*Galdregons Domain* has you assuming the role of a barbarian hero, unequalled in the skills of combat amongst the men of the northlands. You have to employ stealth and cunning to outwit your enemies and recover the five gems of zator. You must then return these to King Rohan. There are many enemies to overcome and many objects to help you in your quest.

*Galdregons* will be available for the ST and Amiga in October and for the Spectrum and Amstrad in early 1989. A release date for the C64 has yet to be decided. The 16 bit versions will retail at £19.95 and the 8 bit versions at £8.95. The Interceptor group will be spread over two stands, one for Players (number 3033), the budget label, and one for Pandora (number 3055).

### Extra sensitive joysticks?

**P**OWERPLAY (STAND NUMBER 3027) will be launching two new joysticks, the *All Black Cruiser* (R.R.P. £9.99) and the *Designer Clear Cruiser* (R.R.P. £12.99), at the PC Show.

All Cruiser joysticks have micro-switches all the way around. The stick is 8mm steel set into a heavy duty spring which operates the three-way power control. There are three settings: extra sensitivity, normal play, and firm play.

The new joysticks have dual leads, which makes them compatible with the ST, the Amiga, the C64 and the Amstrad CPC. The clear Cruiser also has an added feature: instant auto fire. Powerplay will also be showing their original *Red, White and Blue Cruiser* at the show.

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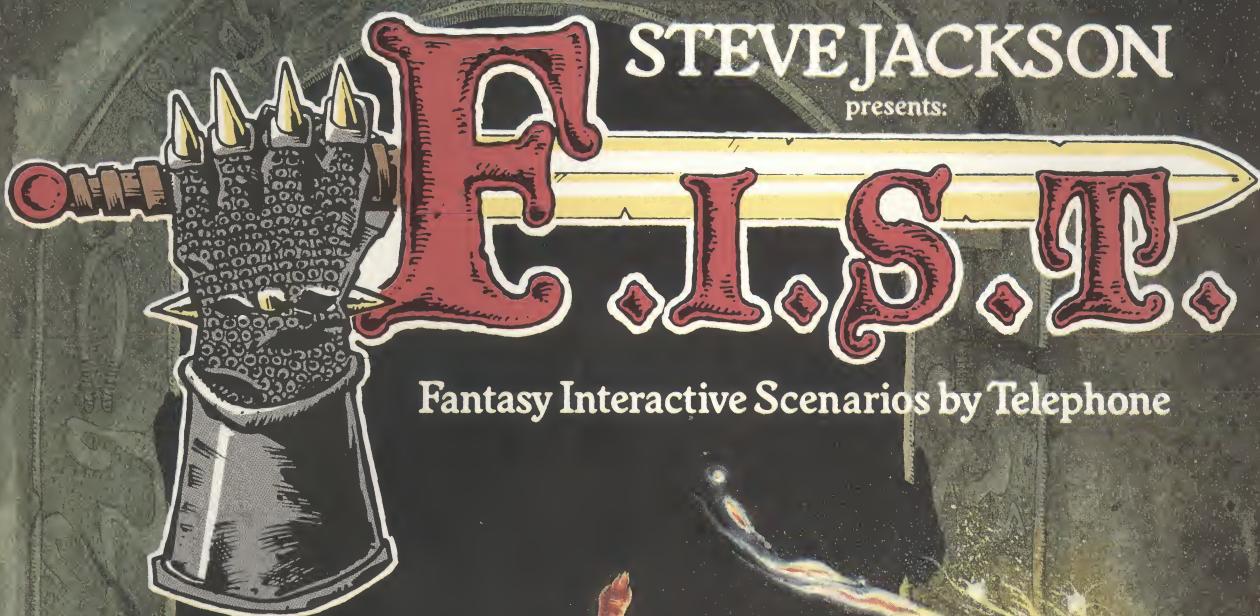
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A central illustration of a hand reaching out from a dark, smoky background. The hand is orange and textured. A green glowing sword is positioned behind the hand, its blade curving upwards. The hand is surrounded by flames and smoke, creating a dramatic and fantastical scene.

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# WHAT IS... E.I.S.T. ?

Pick up your telephone. Dial the FIST number. And you are immediately connected to a medieval fantasy world of magic, monsters and great riches to be plundered. A world where YOU are a heroic adventurer embarking on a quest for fame and fortune... if you are skillful enough to survive.

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and new gaming techniques. You can hear the *Roar of the Flesh Eater* as your sword bites; the *Sizzle* of the Fireball bursting towards you, the *chinking* of the many Gold Pieces you will find hidden in the Demon Prince's underground dungeon.

YOU make the decisions which direct your adventure, simply by using your telephone to dial the number which represents your choice.

Enter the **Monthly Competitions** - where the most skillful adventurers will win **REAL GOLD PIECES!** Further details in the free Adventurer's Pack

## THE WORLD OF F.I.S.T.

When you dial the FIST number, you will be offered the choice of either starting the adventure immediately or choosing other options. An easy-to-follow system of menus will guide you through the options currently available. Simply listen to the instructions and dial your choice. The world of FIST will be in a constant state of development, so not all features will be available from the start. Current plans include:

**FIST Rules** - A guide to Hints, Strategies and Rules of the game (5 mins).

**Background** - To the Castle Mammon adventure (5 mins) [NB: The text of both these options are provided free in the Adventurer's Pack]

**Monthly Competition** - The FIST Challenge! Find the dungeon exit and register your plundered Gold Pieces at the Adventurer's Guild. **REAL GOLD PIECES** to be won every month!

**The Black Claw Tavern** - A group discussion line which will connect you with other adventurers calling at the time.

**The Adventurer's Guild** - Details of how to join the FIST Player's Club

**The Adventurer's Academy** - A fast-moving 'monster bash' designed to increase your combat skills

**General Store** - The village shop where you may 'buy' magical weapons, armour, potions and charms with your Gold Pieces to help you in the adventure.

## COMBAT SYSTEM

You start each adventure with a pre-set level of stamina which reduces in battles when you are hit. You fight monsters by dialing in your combat strategy. Experienced FIST players will be better swordsmen than novices through the ingenious combat system which allows players to learn the best ways to tackle different monsters. Can you crack its secrets?

## HINTS ON PLAY

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Written and Directed by STEVE JACKSON

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**F**irst off this week, I want to refer back to the column of a couple of weeks ago, when I discussed fanzines. There are far too many titles for me to print each address, so here's one that might prove useful. The **Federation of Small Computer Magazines** (that's small magazines, I think, rather than small computers), or **FSCM** is at 328 The Maltings, Penwortham, Preston, Lancs PR1 9FD.

I hope that all those adventure fanzine editors won't think me unfair if I select just one address to print here. It's the only one, actually, which a: still exists, and b: still keeps in contact with me (well, not in the past couple of months, but I assume it's still around . . .). If you want a pretty good read, try **Adventure Probe** under the editorship of Mandy Rodriguez, 42 Maes-y-Cwm, Llandudno, Gwynedd LL30 1JE.

Before I get on to hints for Rainbird's **Legend of the Sword**, some news from the software houses. Mirrorsoft are plainly very happy with the success of **DungeonMaster** and are almost ready

into the original **DungeonMaster**. Good news for Amiga owners is that **DM Part 1** is about to be released for their machine.

While talking to me, the Mirrorsoft minion let slip that something "really special" is in the offing - it will be on the **Imageworks** label, and "if you thought **DungeonMaster** was good, this will blow your socks off!"

One of the most intriguing releases for adventurers must be the **Dungeons and Dragons** licence, which is on its way from SSI and US Gold. By the time you read this, I will have seen **Pools of Radiance**, which is available now on the C64 and 16-bits "Real Soon". This is a fairly traditional RPG in the vein, I imagine, of **Bard's Tale** and the **Ultima** series. On its way is **Heroes of the Lance**, which is more of Arcade Adventure but retaining the basic D&D rules - although the programming is finished, the packaging is being Anglicised, but this shouldn't hold things up for more than a week or so.

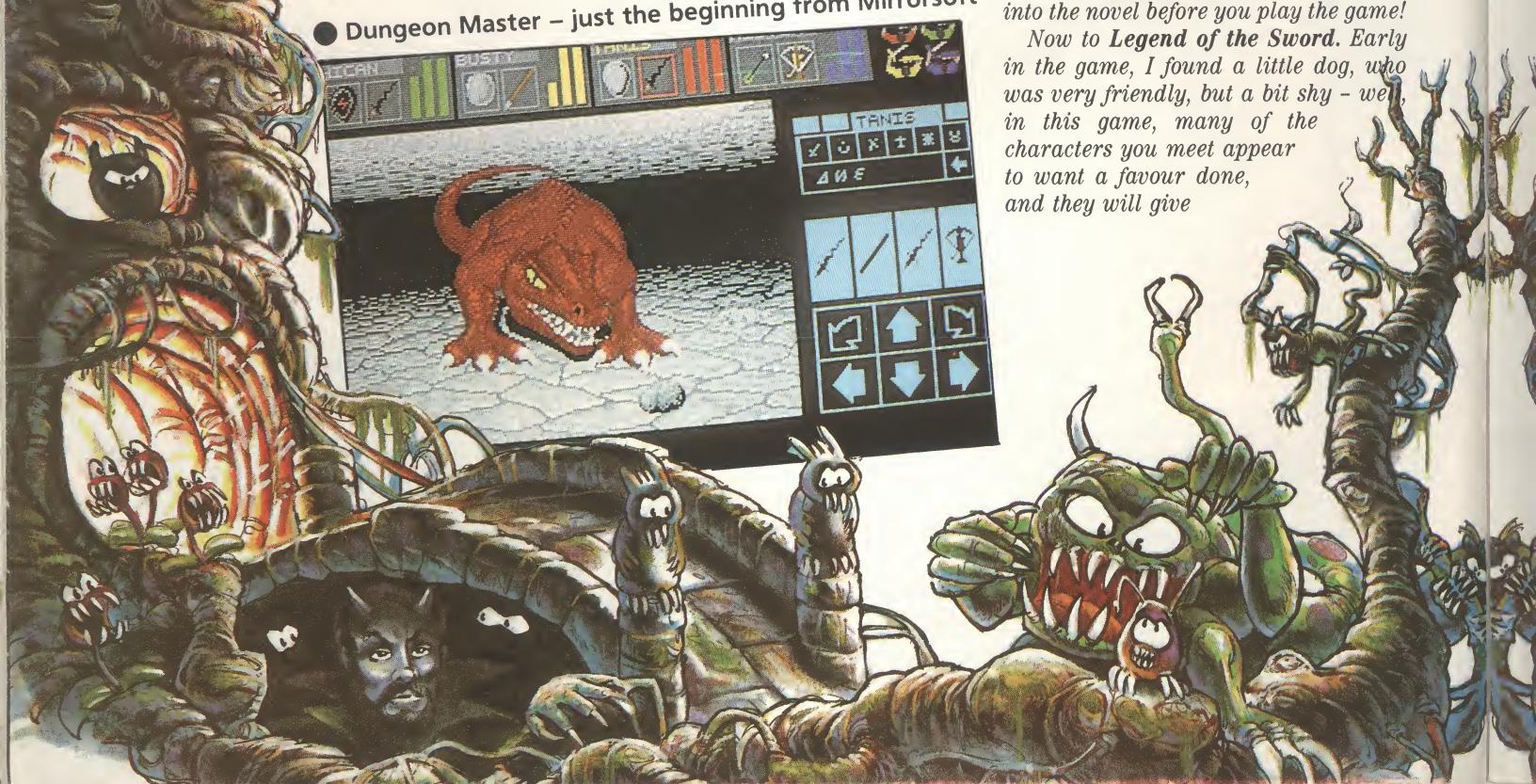
"Cyberpunk" is one of the really

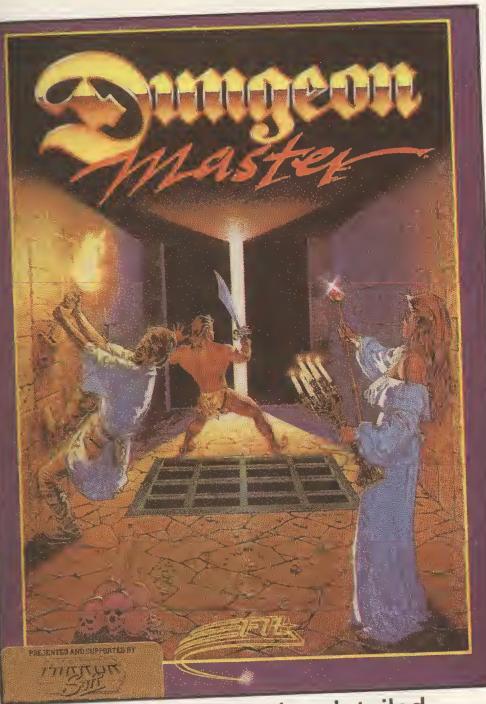
## Adventure Bridge

to unleash the additional levels on a starved public. ETA is "Real Soon" - even better news is that FTL have been working really hard on the expansion program and have made it even better than we all expected. The new episode, called "Chaos Strikes Back", is loaded

serious buzzwords at the moment, and Electronic Arts has been very quick off the mark in signing up **Neuromancer**, the epitome of the genre from the acknowledged master and creator, William Gibson. You play the part of a computer hacker in future Japan - get down to the local library and get stuck into the novel before you play the game!

Now to **Legend of the Sword**. Early in the game, I found a little dog, who was very friendly, but a bit shy - well, in this game, many of the characters you meet appear to want a favour done, and they will give





### ● Dungeon Master's detailed graphics

you help in return. So, what do dogs fancy? That's right, and there just happens to be a bone close at hand — unfortunately, it's a little large for the dog, but it can be chopped down to size!

Speaking of chopping, don't be discouraged if you find your broadsword breaking during your first encounter with the humanoids. Persevere and try, try again. And once you've beaten them, don't forget to examine them, as they carry a very useful weapon, which you'll need when you meet the second lot of humanoids.

Another useful item in combat is the spear — tipped with deadly venom, it is the only weapon that can be used against several other of Anar's nasties, so always keep it handy.

Incidentally, don't keep anything in your backpack that you might need in a hurry. The program won't allow you to search or otherwise examine the backpack, even though you can store things inside it (just *PUT THINGY IN BACKPACK* — and the parser recognises *RUCKSACK* too), so don't forget what

you have there. Typing *REMOVE THINGY FROM BACKPACK* will place the thingy in your hand.

The Hunter can be a bit of a pain and seems invincible, always anticipating your next move in combat and delivering the fatal blow as you lie senseless on the ground before him. In fact, he is invincible, and you shouldn't waste your time — but he is wearing something which you need. My spy at Rainbird tells me that you have to shake hands with him, whereupon Borgalias — innocent victim of a misspelling, as you'll discover if you examine him — steals the item for you.

As for the Leprechaun, he wants something nice and shiny, in return for which he will give you a clue. One of your band has something which will be just the ticket, but you'll find that he won't be interested in helping out, so you must indulge in a little gentle persuasion. The program won't let you embarrass the party with your lack of democratic leadership in front of the Leprechaun, however, so you must move away for a turn and come back once you are in possession of the valuable shiny object. One example of inter-character co-operation!

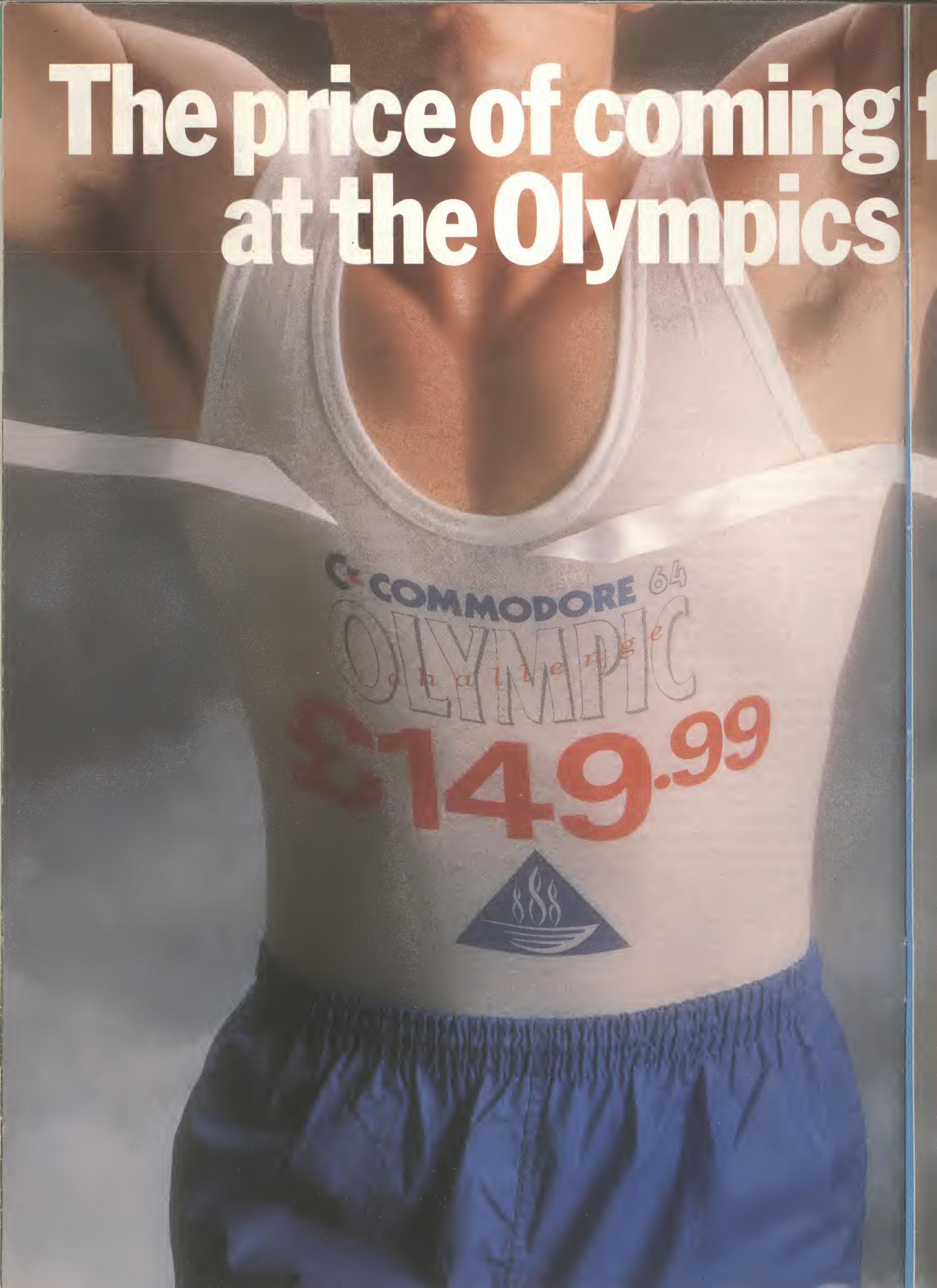
The Magpie, too, wants something bright and shiny, or at least valuable, and I tried everything I could lay my hands on. Eventually, the measly bird just flew off with all my goodies — I don't know if I should continue with this line of enquiry, or give the Magpie a miss in future.

### Grand Sage Tony Bridge casts an imperious eye over Dungeon Master and Legend of the Sword

Now, let's get away from characters and back to objects. On the south of the map, you may well get captured and tied to a post. Earlier in the game, you'll find a bottle of Fruba, and this is vital, both to your health and to your escape now. Drink the Fruba to boost the Life-Candle, and then drop the Bottle. Get the resulting fragments, and keep them handy. When you're tied up, get the glass with your feet, and use it to saw through the rope.



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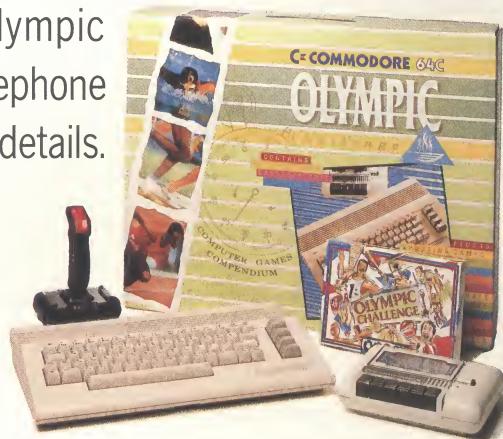
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Q

uest: what has 71 pages, God knows how many words, and is not recommended as light holiday reading? Answer: the Operations Manual for *Echelon*. Question: what's *Echelon*?

Okay, ignoramus, now's the time you got some enlightenment. Yes, it's time you saw the light. *Echelon* is the new 3D space flight simulator from Access. The C64 version has

### FAX BOX

Program: *Echelon*  
Supplier: Access  
Format: C64  
Price: £14.99  
Reviewer: Billy MacInnes

### RELEASE DATES

C64: October  
Amstrad: October  
Spectrum: October  
Amiga: October



Going where no man has gone before

the optional extra of Lipstik. Don't worry, it's still a macho game. Lipstik is a headset into which you say things like "fire" when you want to fire at something on screen. You don't need to say "fire", you can say "fiddlesticks" or "what kind of game is this anyway?" – it'll still fire. You can even twirl it around your head and it'll fire.

So, that's the gimmick out of the way, time to get down to the game. *Echelon* is a top secret flight facility

where you are trained to fly the 21st century's most awesome combat and exploration vehicle, the Lockheed C-104 Tomahawk.

When you are ready, you are assigned to a new patrol zone. By retrieving artifacts and information, you must find the solution to a series of mysterious and puzzling events which are taking place in the zone. Things like "how do I fly this thing properly?" and "why is it so slow?". No, but seriously folks, your

T

he Editor came around the office today and he said, "MacInnes (he always calls me that), you had better shape up if you want to keep your job here." I looked at his pendulous beer-gut and thought, "Talk about the pot calling the kettle black." (Out, MacInnes. Out! Ed.)

He went back to a life of sloth in

### FAX BOX

Program: *Action Service*  
Version: Atari ST  
Price: £19.95  
Supplier: Infogrames  
Reviewer: Billy MacInnes

### RELEASE DATES

ST: October

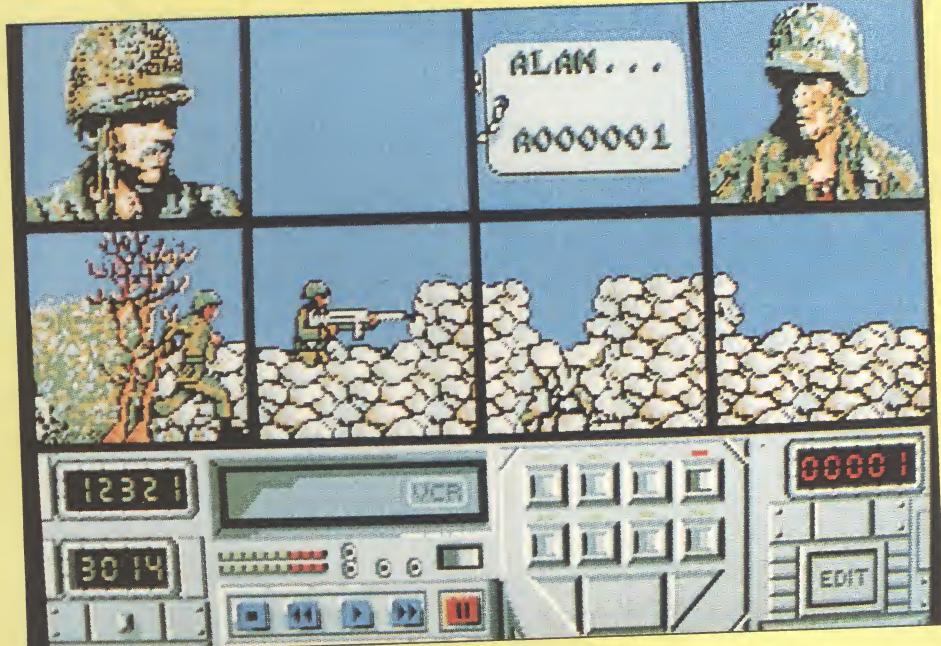
his steel-supported chair while I pondered on the best possible way to get in trim before the end of the day. Suddenly, there was a small thud as something hit my desk. I looked up and there it was – the answer!

*Action Service*, the solution to all my problems. Guaranteed to take an unhealthy slob and turn him into a mean, lean, fighting machine. Or kill him. I was going to get fit and I didn't even have to leave the office. Great, perfect.

Z

*Action Service* is a commando training game which has five different levels, Physical, Risk, Combat, Combi and C.C.S. They are all designed to test your stamina, fitness, combat and all-round survival skills. It's tough, it's gruelling and it's no picnic. So don't bother bringing the hamper, you won't get a chance to open it.

You have to make your way through the course, overcoming obstacles, traps, fences, walls, pits, savage dogs and enemy soldiers. You engage in unarmed and armed combat with the enemy soldiers. For some reason, they don't seem to



Z

mission is to locate the Space Pirate's main base of operations, which is somewhere inside your patrol zone. It's up to you to find it. The Pirates (didn't they do Shakin' All Over?) have developed a sophisticated cloaking system which makes their base invisible. You have to deactivate the system by performing a sequence of six steps. Confused? Wait, there's more. Each of the steps is represented by a map.

Z

The maps are in your Data Link system and are identified by colour. There are three different classifications for your to operate under.

● Echelon's designer headset



like your face. They just can't resist trying to kick seven levels of daylight out of you, so you had better learn to defend yourself, and you had better learn fast. If you don't you'll end up eating an awful lot of shoe leather.

The game is a split screen affair. The top part of the screen shows you things like grenades, explosives and baddies firing at you from cover. The other part shows you going through the course. By the way, if you shoot the unarmed enemy instead of engaging in unarmed combat, you lose points. Rats! There is very little joystick waggling, except for when you are crawling in the dirt. I have had a lot of practice, because it is a very common occurrence in this job. You also have to climb over walls and swing beyond

Scientific is for those who wish to explore and gather information without being attacked. That's right, it's for the beatniks and vegetarians. Patrol has you encountering enemy spacecraft while exploring the unknown. Military gives you the option of choosing just how many enemy spacecraft you want to tangle with. You choose from Medium, Heavy or Very Heavy. Now, you're talking!

You have to familiarise yourself with your instrument panel, which is quite a job in itself, and the keyboard controls (there are 20 of them!). Once this is accomplished, you will be reasonably competent. There are quite a few settings to choose from, which means that the game is very complex and will probably keep you exploring for quite a while.

Z

There can be no doubt that this is an exceedingly complicated game. In fact, not only is it complicated, it's complex as well. That said, the graphics are really quite impressive and the complex nature of the game means that it will probably keep you

entertained (or at least playing) for hours, days and months. It is a wee bitty slow, however, at moving about.

If you have the time to read the 71-page manual, then you should definitely get something out of this game. If you like a game with a long manual, then this is the only one for you. It does have an awful lot to offer, although I hope that they get rid of the silly headset.

ZERO

Gameplay 86%

Grafix 78%

Sonix 73%

Overall

82%



the reach of big hairy dogs.

It's a man's life, and make no mistake! Once you've finished this game, you will definitely be a fitter, harder person. If you get to the stage where you begin to find it all a little too easy, you can construct your own obstacle course using a construction kit. Hopefully, that will teach you a thing or two.

The graphics for the game are very good. Every now and then, you are given spoken instructions by what I can only think is a deranged psychotic maniac (i.e. the Editor), such as a command to do ten press-ups. I don't know about the guy on the screen, but I was shattered after that one. The sound effects are fair enough for what they are.



As to the question of gameplay, the game is reasonably simple to play, while still being interesting and varied. You shift from running to crawling to unarmed combat to shooting to throwing grenades and lighting explosives. It makes me tired just to think of it. "All in a day's work, ma'am."

After playing this game I can truthfully say that I felt good. It made me feel good to see that poor chump of mine suffering out there, while I sat in the comfort of the office manipulating him. Now I know what it's like to be a general.

Gameplay 89%

Grafix 85%

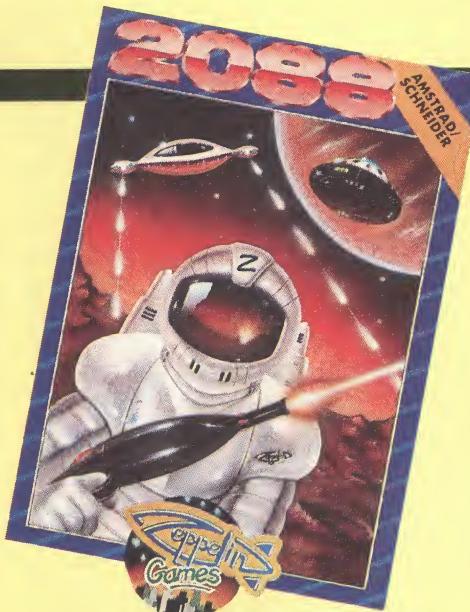
Sonix 78%

Overall

86%

**A** century on and what have we learned? Nothing. The scenario is familiar, all too familiar. A power hungry alien race has invaded a neighbouring planet, but their plans have gone drastically wrong. They want to evacuate, but they have lost all their weapons and are now defenceless. As a member of the Interstellar Mercenary Organisation, you take on the job of helping them.

Some of you, I hope all of you, might be wondering about the morality of helping power crazed invaders. After all, does this mean that your character would have



helped Hitler, once things started to go drastically wrong for him in Russia? Ponder on that one for a while.

Anyway, after all that, it is a relief to get to the game and to say that it is good fun. This is probably because it is quite easy on the first stage. You have to blast the "space snakes" before they get your escaping aliens, who are trying their best to make it to the escape ships. If you hit them in their bodies, however, they split into even more snakes. If you get them with a head shot, they're dead meat.

You also have to survive "limpets", which for some reason that

escapes me, are irresistibly attracted to you. If I were you I'd change your after shave, because these things are fatal. You could say that they hold a fatal attraction for you. There are other things to avoid, such as exploding pods, saucers and laser bolts. Once you have completed the first level, you then step into your spaceship and try to make your way through an asteroid belt.

The graphics are colourful, if not too ambitious. The sound, as usual, just passed me by. As far as gameplay is concerned, I thought this was really quite an enjoyable little game. Probably because I wasn't too bad at it.

**Gameplay 78%**

**Grafix 72%**

**Sonix 58%**

**Overall**

**75%**



**M**azie, is a Bat 'n ball game with a difference. Instead of just battering your way through wall after wall of bricks, you are also working your way through a maze each time a level is completed. Furthermore, each brick has a different quality. Some make the ball go faster, others slow it down, some release little red devils and bombs, others shower extra lives or bonus points upon you. Play as I might I had no idea what the bricks I was firing at were

going to do, to the extent that time after time I caught bombs and other lethal missiles, dodged extra lives and flew across to the other side of the screen in order to miss the bonus points. It has five levels of difficulty, - I wish I'd found the easy one, - which affect your starting bat size, the number of lives you are

#### F A X B O X

Program: Mazie  
Version: CPC  
Price: £2.99  
Supplier: Zeppelin Games  
Reviewer: Emma Norman

#### RELEASE DATES

CPC: Out now  
Spectrum: November

given and how many bricks you must destroy before blue face arrives. The only blue face I witnessed was my own as I tried to progress to a different level. Apparently there are also such things as combs which zero your x axis velocity for a few bounces - certainly don't want your

x axis velocity zeroed.

Its main failing is that it has swelled the ranks of those games that have pictures of semi-clad nubile women on the front cover and there isn't a female in the game, let alone a pretty one. However the graphics are good and colourful and the game is exceedingly addictive. It could be greatly improved if there was a full scale map detailing which were the good bricks and which were not. On the whole it is great value for money and a pleasant change from killing.

**Gameplay 76%**

**Grafix 67%**

**Sonix 21%**

**Overall**

**69%**

**L**ife's tough on the streets. It's even tougher in the sewers where the mole-men lurk. Er, no I didn't know that there were mole-men in the sewers of New York either. Alligators maybe, but molemen?

In this budget effort you control Hickey, a thin looking guy, who has to make his way through the strife-torn streets, and occasionally under them (hence the molemen), to reach the east side of each district. Quite why he doesn't take a cab is

#### FAX BOX

Program: Street Gang

Version: C64

Price: £1.99

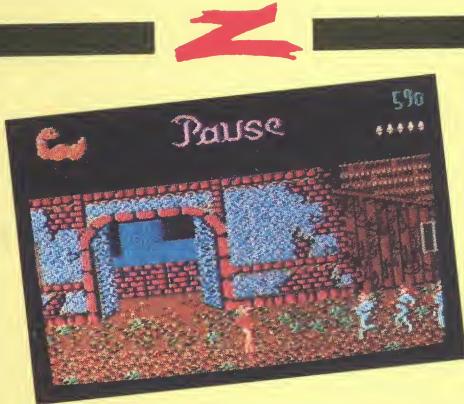
Supplier: Players

Reviewer: Duncan Evans

#### RELEASE DATES

C64: Out now

Spectrum: Out now



never explained, because otherwise he has to fight his way through four levels of thugs, punks, men in raincoats, joggers, mutants, and the usual city low life. Then there's more tape access. You better get used to it, because each of the surprisingly small, levels is loaded independently. Make your way down the street, which is quite well done and scrolls smoothly, pausing only to smack joggers and molemen alike in the gob when they threaten. Every so often one of them will drop something which looks like a tin of sardines. A little message then encourages you to beat people with it. Oh, well. The real danger as you stroll along, sardineing suckers, are the booby trapped water hydrants

and the little old men in raincoats.

Both of these fire bullets, and give you virtually no chance of getting out of the way. If you're lucky, you can avoid the hydrant and raincoat brigade by disappearing into the sewer. It's all a bit silly though, as this random death aspect continues into the next level.

Street Gang looks and sounds good but lacks that sharp edge necessary to keep you playing into the night. Still, at a budget price you'll get your money's worth.

**Gameplay 63%**

**Grafix 75%**

**Sonix 91%**

**Overall**

**72%**

**J**umping Jupiter, what's this landing on my desk? It's *Pipeline* on the Beeb, and it's all mine!

*Pipeline* is set in the 25th century on Io, one of Jupiter's moons. The Earth's supplies of sulphur have become so badly depleted, that mining operations have had to be set up in Io. Everyone's running out of matches and for some reason they don't want to use lighters.

Robot controlled extraction platforms do all the work. A robot's work is never done! Unfortunately, a volcanic eruption has engulfed the platforms in a sea of sulphur and they have started to malfunction. Sometimes it's tough to be a robot.

You are sent to the platforms in a single-handed, death-defying mission (what do you mean, you're scared of flying?) to collect the precious drums of sulphur. You also have to close down operations and return to Earth. To complete this

#### FAX BOX

Program: Pipeline

Version: BBC (disk)

Price: £11.95

Supplier: Superior Software

Reviewer: Billy MacInnes

#### RELEASE DATES

BBC: Out now



hazardous task, you have to negotiate your way through a complex series of pipelines in each of the four platforms. Beware, there are fast moving flames and carnivorous plants and they want your body.

As you go along, picking up sulphur barrels, you will also find other objects to collect, such as remote control devices, blueprints, a space burger and a laser gun. You have a

map screen which you can refer to and a view backpack screen, which allows you to see just what you have collected on your travels. It is also great fun travelling through pipelines, because you don't know where you'll end up.

*Pipeline* has very smooth scrolling, decent graphics, a silly tune and reasonable sound effects. You can also design your own level, including puzzles, pipeline complexes and monsters. In addition to all of the above, you don't have to kill anything, you just go about your business – and it's pretty good fun. Well worth a bash.

**Gameplay 75%**

**Grafix 72%**

**Sonix 65%**

**Overall**

**70%**

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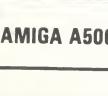
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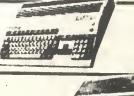


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(1034)

# FRIGHT NIGHT

## THE ARCADE GAME

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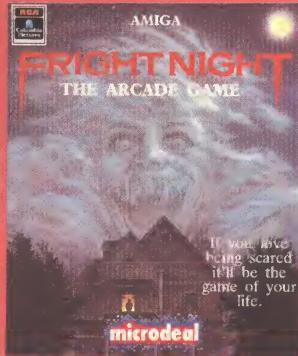
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**FRIGHT NIGHT**  
SCREEN SHOT FROM  
ARCADE GAME



**microdeal**



**FRIGHT NIGHT**  
SCREEN SHOT FROM  
ARCADE GAME



The Bitmap's are back! From the team that brought you the incredible *Xenon*, comes *Speedball*, a future sport game of steel jacketed warriors, high speed action, and naked aggression.

The basic game has steel jacketed teams running around throwing a steel ball at high speed, bouncing it off reflective pinball style bumpers, kicking the hell out of the opposition, and scoring goals. In play it's five-a-side, with control of each player switching to whoever is nearest the ball.

Before you get that far though,

#### F A X B O X

Program: Speedball

Version: ST

Price: £24.95

Supplier: Mirrorsoft

Reviewer: Duncan Evans

#### RELEASE DATES

ST: November

Amiga: November

PC: November

there are numerous options such as a two player game (great fun), or a host of one player scenarios. Either take part in an 11 team league, against opposition of variable quality (from moderate to complete killers) or compete in a knockout

● It's game time

tournament against increasingly difficult opposition.

A really nice touch is that you can load and save league tables, or even reset them if it all gets too depressing (like when the rest of the rabble on this magazine play). After selecting a format pick a team which suits your particular playing style. You

## SPEEDBALL

have a choice of three and they are rated on power, skill and endurance.

So, down into the stadium, and a chance to witness some bas-relief *Xenon* style background grafix, and a neat line in very smooth, full screen vertical scrolling. A ball dispenser rotates up in the middle of the pitch and disgorges its contents before disappearing underground to safety once more. Then it's any-



● No quarter given or asked for in Speedball





Gameplay 96%

Grafix 90%

Sonix 77%

Overall

94%

body's ball, and the mayhem starts.

To pick it up while its racing along the floor simply run into it, but if it's in the air then a jab of the fire button causes the currently highlighted player to leap up and catch it. As the goals are at ground level it is initially surprising to see the ball growing bigger as it travels up into the air, over players heads, and over the reflective obstructions. This is the best method for clearing your own goal line, since if you hang around (or even if you don't) then you'll either be the target of a sliding tackle or get punched senseless.

Sliding tackles are the standard approach since you have to be standing still to deliver a punch. And if you come to a halt in front of the computer players they deliver a swift right before you can blink.

When the ball gets anywhere near the goal area your goalie springs into life, operating simultaneously with control of the nearest defenders, which can be hellishly confusing.

Not content with the frenetic action, and a top rate stick is crucial, there are also icons to contend with. These range from decreasing your opponents stamina, increasing yours, freezing the opposition, activating mines, protecting your ball carrier, automatically getting the ball, slowing down the whole opposing team, to the ultimate torture reversing the joystick.

There is also a save and prosper scheme, whereby certain tokens are collected during a match, which can be traded afterwards for stamina, speed and power.

One match doesn't last that long, thankfully otherwise your joystick hand would get wasted, but instead of a clock you get a little bar counter which slowly decreases.

It's a tough game though. Having got off to a flying start to the season (West Ham style) I found myself 1-4 games down fairly quickly. But practice is the key of course. That and learning some fairly dubious tactics which we'll bring you in next week's C.I.A. column.

**Speedball** is fast and furious, graphically very stylish, and a crucial piece of nose-biting software.

## WIN EVERYTHING IN THE WORLD

**W**ell, maybe not everything, but certainly a part of it that contains an excruciatingly fabby Amstrad combined **TV-video recorder**, two pairs of **Photon phaser packs**, and 10 copies of **Speedball**.

Yes, in conjunction with magic Mirrortsoft, Computer Gamesweek, the best games mag in the world with the words Gamesweek and Focus written on it, are offering a **TV-video recorder**, **four Photon phaser packs** and a copy of the game to the winner of the following competition.

Wonderful or what? Ten runners-up won't be going home empty handed either. Nope, they get a copy of **Speedball** without having to pay for it!

Okay, all you have to do is send your answers to the following questions, on a postcard by October 14th.

The first name out of the bin gets the big prize, while the next ten collects a runners-up prize.





against all odds, *Virus*, a game originally devised for the Archimedes and revelling in the name of *Zarch*, has been produced for the Spectrum. Now this may be quite some feat but as far as I'm concerned they needn't have bothered.

The game is nothing short of a farce. You are the pilot of a Hoverplane (this is in the shape of a triangle, as most Hoverplanes are, no doubt) defending the country against an alien race who are trying



● *Virus* graphics – about as fast as an Austin Allegro

to pollute the planet with a deadly red virus. All well and good, but the graphics are so atrocious and the game so slow that it makes it virtually unplayable.

*Virus* is supposed to have three dimensional rolling landscapes but the only things that roll are the trees which look as if they are about to fall off an undulating grid – this, should you not realise, is meant to be the 3D landscape and lightning fast shoot-outs, I don't know what lightning they are referring to, but

## FAX BOX

Program: *Virus*  
 Supplier: Firebird  
 Format: Spectrum  
 Price: £7.95  
 Reviewer: Emma Norman

## RELEASE DATES

ST: Out now  
 Spectrum: Out now

any that moves so slowly is never likely to hit anything.

In order to destroy various enemy aircraft, you must work out different tactics each time; to give the game its due, this is more original than just shooting all the time and consequently demands more skill than many other games, but it is so laborious that I doubt whether anyone will have the patience to try it. Addictive gameplay it most certainly isn't but for anyone who has wanted to play *Zarch* on the Speccy now is your chance.

**Gameplay 14%**

**Grafix 23%**

**Sonix 19%**

**Overall**

**15%**

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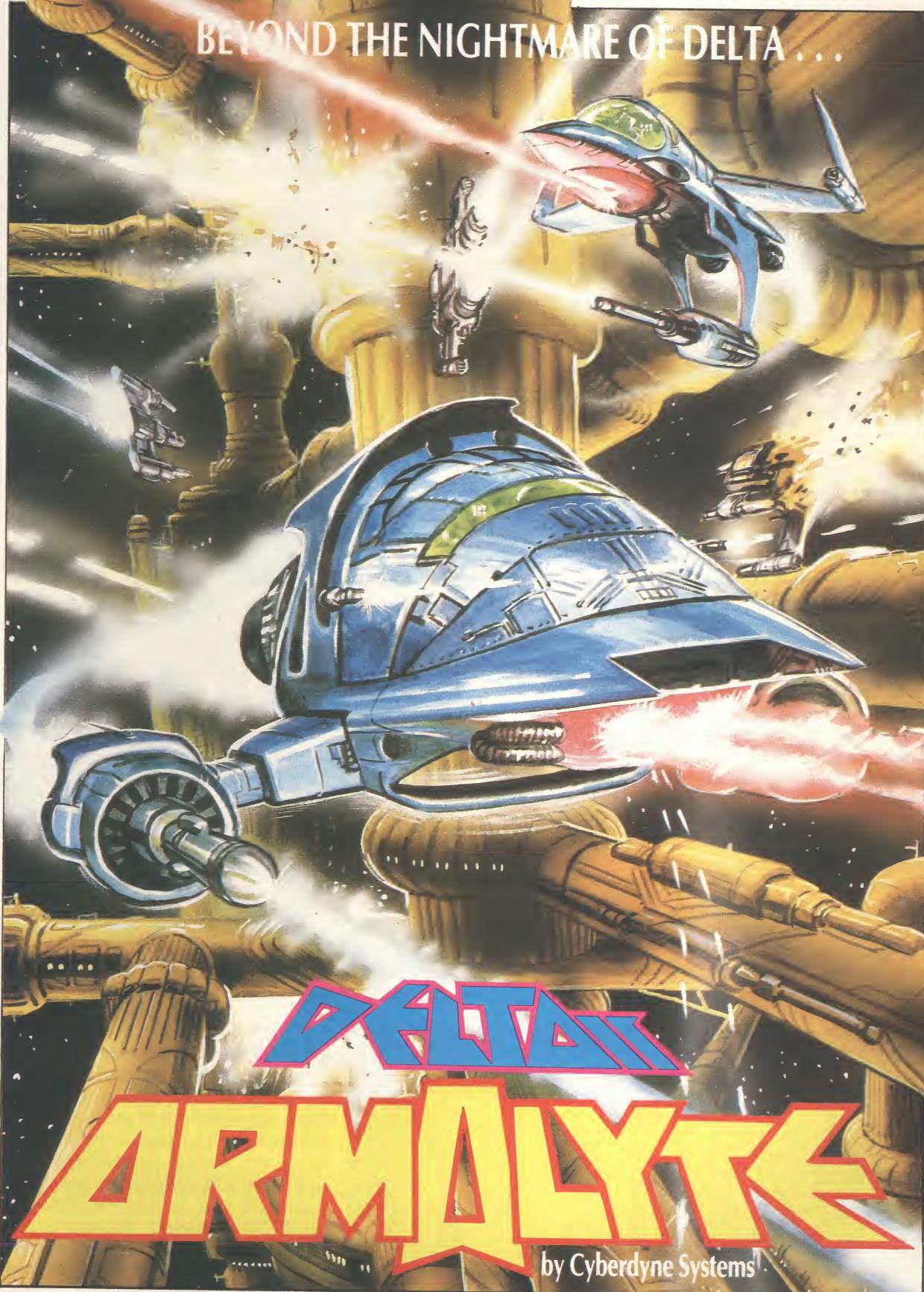


**Just add this token to the token from last week's issue and then send them along with your name and address to Wicked Poster, Computer Gamesweek, Focus Magazines, Greencoat House, Francis Street, London SW1P 1DG.**



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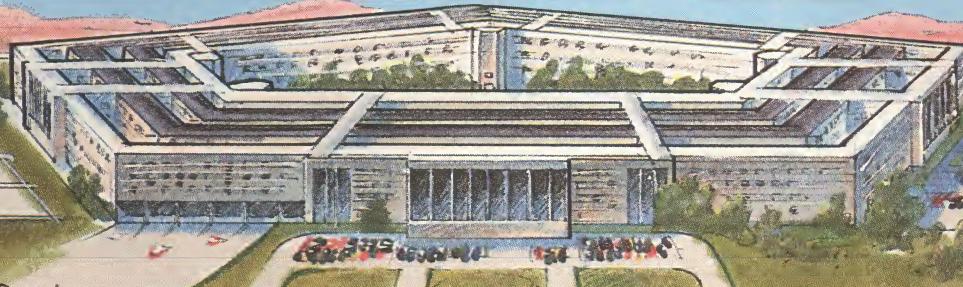
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# C.I.A.

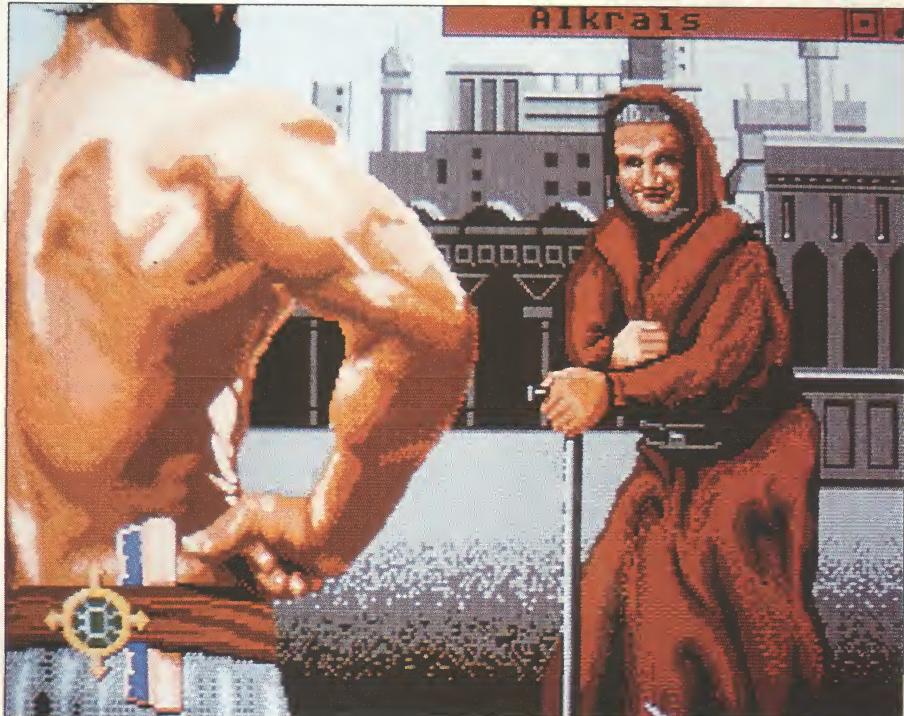
Billy MacInnes, the Gamesweek operative, dispenses vital information straight from the corridors of power



This week, C.I.A. will be looking at the following games: *Sinbad and the Throne of the Falcon*, *Fernandez must die* and *Quadralien*. Let's start with that intrepid explorer, *Sinbad*. The first thing you should do is get possessed by Libertina. This means allowing yourself to be seduced by the lascivious one. I know it's hard, but try — it's for your own good. You won't regret it!

When you wake up, it's three days later and Libertina has gone. She now has possession of you, but you have greater strength and other things which will come in handy later. Anybody of a virginal disposition should do their level best to overcome their fears.

Also, you should ask the Prince about sword-fighting and the Princess about magical places, because these can help to revitalise you and give you greater powers. When you



● Above, Fernandez must die, and below, Sinbad and the Throne of the Falcon



meet the Gypsy, you should give her a bit of that sweet talk. Stuff like "my, you're looking pretty today" or "what a lovely young thing you are" will definitely work to your advantage. You know the kind of thing, the sort of compliments you make for your auntie because your mum tells you to. The net result of all of this flattery is that the Gypsy will sprinkle you with dust that gives you extra life. She doesn't always do this, however, so it probably depends how good a flirt you are.

When you encounter the Genie, you should either ask for an extra life or ask to go somewhere. It will do you no good to ask the Genie to

Continued on page 41

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# Up

New Games surfacing on the horizon are previewed by the C.G.W crew.

**G**aldregon's Domain, which is to be published by the Interceptor Group, is set in the lands of Mezron. The player takes on the role of a freebooter barbarian from the cold northlands, who comes to the court of King Rohan The Usurper, after hearing that the king is seeking courageous adventurers to carry out a perilous quest.

When you arrive in Secnar, the King tells you that the evil high priests of Shool, the diabolical sect of the accursed, have resurrected the long dead wizard Azazel.

Azazel was once a great power for evil in Mezron. If he should gain power again, everyone would be condemned to a life of slavery. Azazel is hoping to get his evil mitts on the five gems of Zator. Each of the five gems of Zator gives

**Z**magical powers to the holder who knows how to use it. The power of a gem can be used for good or evil. If all five gems come into the possession of one person, that person will have powers above all other mortals.

According to the legend, the five gems are currently in the possession of powerful creatures who would not give them up to just any old Tom, Dick or Harry. In fact, they wouldn't give them up to a John or Michael either. The King knows the location of one of the five gems, which lies deep within the cata-

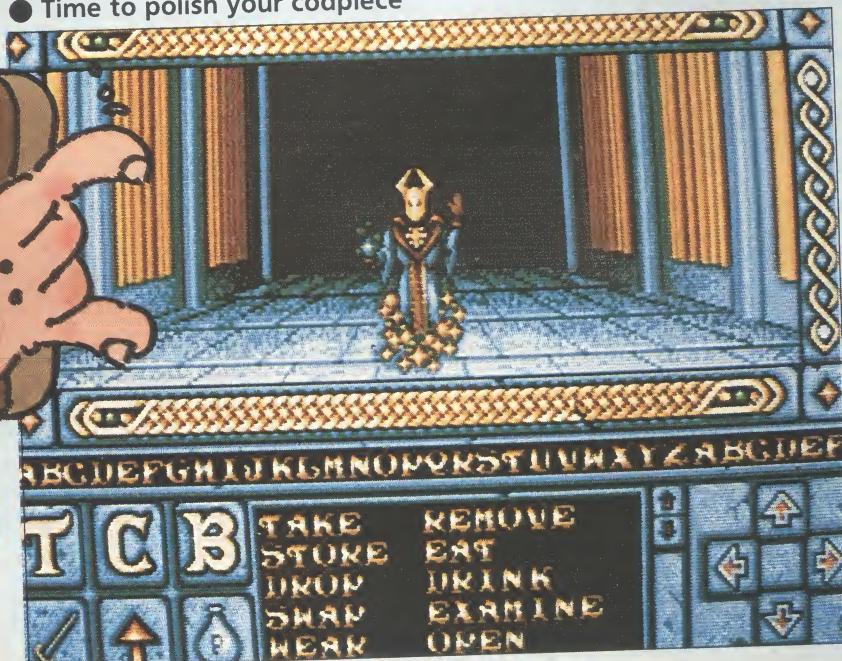
• Time to polish your codpiece

combs of the castle. It is owned by an evil undead (that means alive, doesn't it?) Lich (no, I've never heard of them either). The castle is only spared invasion from the un-



dead by the Lich's fear of sunlight. Mezron is beginning to sound less and less like a place to take your granny for a holiday.

The King will supply you with a map of Mezron and a small sum of gold. He has no advice to give you on how to retrieve the gems. If you do manage them you will be rewarded with your very own principality and enough gold to fill a castle. *Galdregon's Domain* is a *Dungeon Master* style game with hundreds of locations and scores of characters to meet. It also has a massive pub crawl, because the only way that you can get information about your task and the enemies you will encounter is by visiting the local inns. I find that this method also works very well when I am trying to get information for Gamesweek.



# DISCOPE

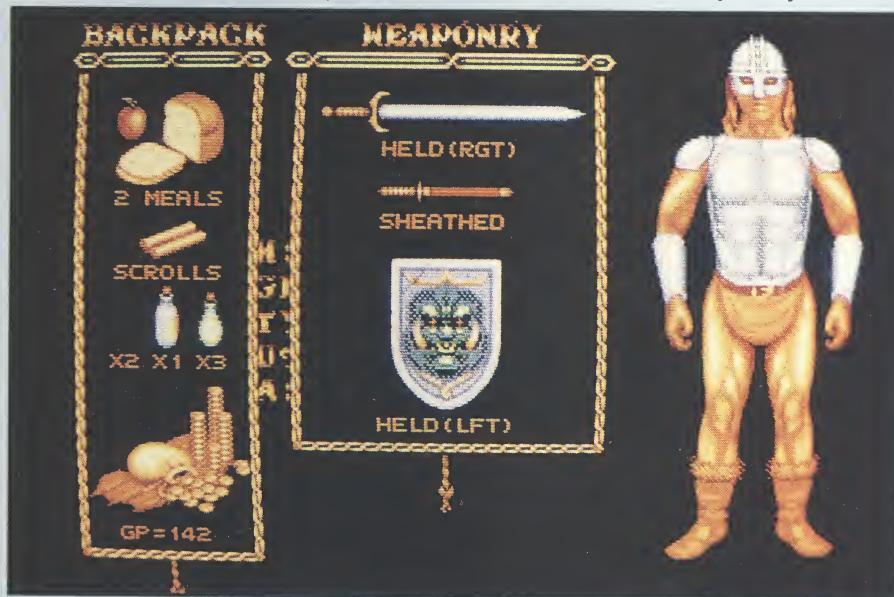
Unfortunately, the King has not furnished you with a local good pub guide so you will have to find them

yourself. What a terrible job! To play the game successfully, you must not attempt to kill everyone you meet

(and you must try to walk in a straight line), because you can't possibly take them all on and win. Time to employ the basic skills of a barbarian (and editor): stealth and cunning.

There are many objects that can aid you in your quest, such as wands, cloaks, two-handed swords and fireballs. There are three main screens: the command screen, the map screen (which displays a map of Mezron to show you where you are, although it doesn't show how far it is to the next pub) and the central window screen. The central screen shows you the current view.

*Galdregon's Domain* will be available for the Atari ST and the Amiga in October. Spectrum and Amstrad versions will be released early in 1989. A C64 release date has still to be decided.



● Going underground

You all remember *Sorcery* don't you? Yeh, you remember. Tons of pretty scenery, flying sorcerers, truck loads of evil, objects and magic. Great stuff on the 8-bits, and now converted to the ST. You lucky ST owners you. Wrap yer eyes round the piccies on this page to see what you'll be getting in a couple of weeks time.

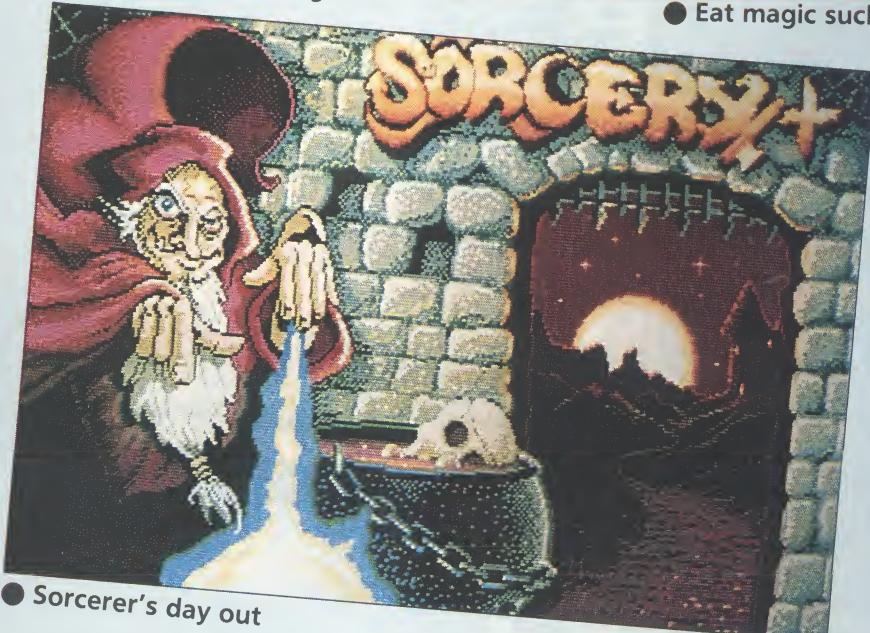
In case you never saw, played or ate the original game I'll give you a brief resumé to whet your appetite. *Sorcery Plus* (that means even more screens) is an enhanced version of *Sorcery* (makes sense! Ed), which takes you deep into the Dark Ages (just like working here!). The domain of the Great Sorcerers is in a pretty sorry state (just like the north) as the evil forces of the Necromancer (roll of drums, leaves fall from trees, maidens faint) run amok inflicting a poll tax on everyone.

As a flying Sorcerer, your task, in chapter one of the game, is to rescue your fellow Sorcerers. You do this by zipping around, collecting objects to increase your strength, unlock doors, driving off evil forces and the like.

Searching the scenery is also essential, as there are a number of hidden passages, some containing goodies essential to the game. Once the lads are freed you move on to chapter two, where you must seek out the Necromancer (roll of drums etc) in a final Apocalyptic confrontation that will burn the retinas out of ya head. Or something like that. Tune in, in a couple of weeks, for the finished game.



● Eat magic sucker



● Sorcerer's day out

# LETTERS

A varied selection of demented scribblings from a horde of readers!



Well, a weekly computer magazine devoted to games! They said it couldn't be done, but you've done it.

Superb first issue. Keep this up and you're assured of a devoted readership, I do have some points for improving your magazine; 1. do nothing; 2. do totally nothing; 3. do absolutely nothing.

No, but seriously, it was a great first issue for all us computer games mad kids (look who's kidding, I'm 18). It's manna from heaven, or as somebody famous once said, "you've never had it so good".

Cheers.

M. Brunton, Edinburgh.

P.S. Please can you ask whoever writes your adventure column for the name of the Mad God in Bards Tale 1?

*Ed says: Sorry to disagree but we will certainly strive to improve and polish up the mag. We are receptive to any ideas anyone has for improving Gamesweek, so if you have any comments, send them in. We think the mad God's name was Tozan but we'll check.*

Whilst reading your first issue, I noticed a review for a game called Katakis by U.S. Gold (it would be hard to miss it - Ed). Immediately I noticed very obvious similarities between this and the brilliant arcade game, R-Type.

You might say this happens all the time, but surely not to the extent that U.S. Gold has taken it. From screen shots I have seen, it looks like a direct copy. Also, U.S. Gold recently decided not to distribute Overlander and Fire and Forget through its sister company Centresoft. Surely this is very hypocritical when they rip off R-Type at the same time. I can't speak in defence of Fire and Forget, as I have not played it, but Overlander is nothing like Road Wars (apart from the fact that both games feature cars with fitted guns). No one ever accused Out Run of being a rip off of Pole Position, or any of the other race games out before it. I'm sure that Activision will not be too pleased with the situation after having forked out a small fortune for the home computer licence for R-Type.

C. Marron, Isleworth.

*Ed says: U.S. Gold has actually just withdrawn Katakis due to legal pressure from Activision/Mediagenic. There will be a full report next week.*

I think that your letters page is made up, so I'm writing this to give you the chance to prove that it isn't. I think the magazine is great, it's snappy, colourful and entertaining. It's even quite funny at times. Keep it up!

P. Robertson, Maidstone

*Ed Says: Glad you liked the mag, and I'm only too pleased to prove that we don't make up your letters. It's not our fault if everybody likes us so much!*

Okay, I admit it, I bought the first two issues of Gamesweek. On the whole, I have been very impressed.

What day is Gamesweek meant to come out on? I only ask, because the second issue didn't appear until Friday.

F. Collins, Chester.

P.S. Why does Billy MacInnes write so many reviews? I counted seven in the second issue. Isn't there anyone else who can do it?

*Ed says: The mag is supposed to come out every Wednesday, but we like to keep you on your toes.*

*I think that you'll find that the number of reviews written by Billy will decrease in the coming weeks as another luckless soul joins the team, and I get a bit more time to do some writing.*

I caught a glimpse of someone else's Gamesweek, and I have to say I liked your games reviews and lots of other things to keep computer games kids like me happy.

Not only that, but there was film review as well. I thought it made a pleasant change, particularly as it was at the end of the mag. It gave me time to pause and recover from the fast and furious games reviews. Next time I'll get my own copy, I promise.

A. Thompson, London.

*Ed says: You better matey!*

What the hell are "nose-biting previews"?

R. Baynes, Solihull.

Does anyone know what "nose-biting" means?

J. Durward, Stevenage.

*Ed says: What do you mean 'what does nose-biting mean'? It's obvious!*

*It's a game that's so snappy it leaps up and bites your nose.*

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**EDUCATION AND GOVERNMENT ORDERS WELCOME**

# Computer Gamesweek Readers' Survey

This is your chance to tell us what you think of Computer Gamesweek. If you fill in the survey and return it to us by September 30 we will send you a copy of Computer Gamesweek, Popular Computing Weekly, Which PC, Your Amstrad PCW, QL World or ST Update absolutely free.

**1) What computer do you own?**

Spectrum  Atari ST   
 Commodore Amiga  Commodore 64  Amstrad CPC  Amstrad PC 1512/1640  Other PC  BBC   
 Archimedes  QL  MSX  Other (please specify)

**2) Do you plan to buy a new computer in the next 12 months? If yes, which one?**

Spectrum  Atari ST   
 Commodore Amiga  Commodore 64  Amstrad CPC  Amstrad PC 1512/1640  Other PC  BBC   
 Archimedes  QL  MSX  Other

**3) What type of computer games do you play?**

Shoot 'em-ups  Arcade conversions  Sports Simulations  Strategy/War games  Flight Simulations   
 Adventures  Other (please specify)

**4) What are the three most fabby games you have played?**

- I)
- II)
- III)

**5) Do you still bother to read any other magazines?**

Computer and Video Games   
 Sinclair User   
 Commodore User   
 ST Update   
 Crash   
 Your Sinclair   
 ZZAP 64   
 Ace   
 The Games Machine   
 Popular Computing Weekly   
 ST/Amiga Format   
 ST Action   
 2000AD   
 Smash Hits   
 Other

**6) We know the mag is pretty fabby, but some bits are even more mega amazing than others. On a scale of 1 to 5 (1= OK but not brill, 3= well crucial, 5= so wicked it's out of this world), how**

**do you rate the following?**

News   
 Adventure Bridge   
 Gamescan   
 Ground Zero   
 On Screen   
 Arcade Ace   
 Interview   
 HQ   
 Up Periscope   
 Letters   
 Eating Arizona   
 Competition   
 C.I.A.

**7) Have you ever had any probs getting hold of a copy of Computer Gamesweek (why not get a sub - plug, plug)? If so, where?**

Yes  No

**8) How old are you?**

Under 10  11-13  14  15   
 16  17  18  19  20-22   
 23-25  26-30  Over 30

**9) Does anyone else read your copy of Computer Gamesweek? If so, how many?**

**10) When buying a game do you pay most attention to:**

Price   
 Magazine reviews   
 Advertisements   
 Packaging

**11) When playing a game, what are you most interested in?**

Fab grafix  Sharp sonix  Game play  Addictiveness  Number of levels  High scores

**12) How much hard-earned dosh have you spent on games software in the last 12 months?**

Less than £10  £11-£25   
 £26-£50  £51-£75   
 £76-£100  £101-£150  More than £150

**13) How much cash do you expect to spend on games software over the next 12 months?**

Less than £10  £11-£25   
 £26-£50  £51-£75   
 £76-£100  £101-£150  More than £150

**14) Are you male/female/hard to tell?**

**15) Can you think of any way to make Computer Gamesweek even fabbier?**

**16) How many games do you own?**

**17) Which computer shows do you attend?**

Microfair   
 Personal Computer World Show   
 Which Computer   
 PC User   
 Amstrad Show   
 Atari Show   
 Commodore Show   
 Other

**Please send me my free copy of:**

Computer Gamesweek  
 Popular Computing Weekly  
 Which PC  
 Your Amstrad PCW  
 Sinclair QL World  
 ST Update

NAME.....

ADDRESS: .....

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Please return all completed surveys to: Computer Gamesweek, Readers' Survey, Greencoat House, Francis Street, London SW1P 1DG

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 Phantassie 3 . . . . .  
 Phantassie 2 . . . . .  
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 Land Time Forgot . . . . .  
 Football Manager . . . . .  
 Shanghai . . . . .  
 Tee-Up . . . . .  
 Sun Dog . . . . .  
 1943 . . . . .  
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 Gauntlet 2 . . . . .  
 Bad Cat . . . . .  
 Chubby Gristle . . . . .  
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 Space Harrier . . . . .  
 Zynaps . . . . .  
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 Whirligig . . . . .  
 Star Glider . . . . .  
 Better Dead Than Alive . . . . .  
 Buggy Boy . . . . .  
 Shanghai . . . . .  
 Out Run . . . . .  
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 War Game . . . . .  
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AMIGA

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Formula One Grand Prix	...
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Freeway.....
Boxing.....
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Star Raiders.....
Star Voyager.....
Stargate.....
Pole Position.....
Crystal Castles.....
Milpede.....
MS Pacman.....
Oig Dug.....
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Galaxian.....
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Jungle Hunt.....
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Atlantis.....
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Spider Fighter.....
Dragger.....
Riddle of Sphinx.....
Demon Attack.....
Wing War.....
Cosmic Arc.....
Private Eye.....
Laser Blast.....
Sea Quest.....
Title Match Wrestling.....
Grand Prix.....
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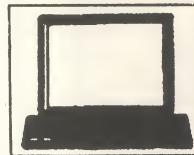
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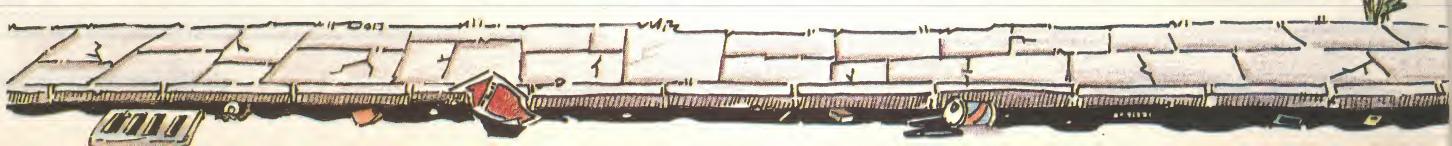
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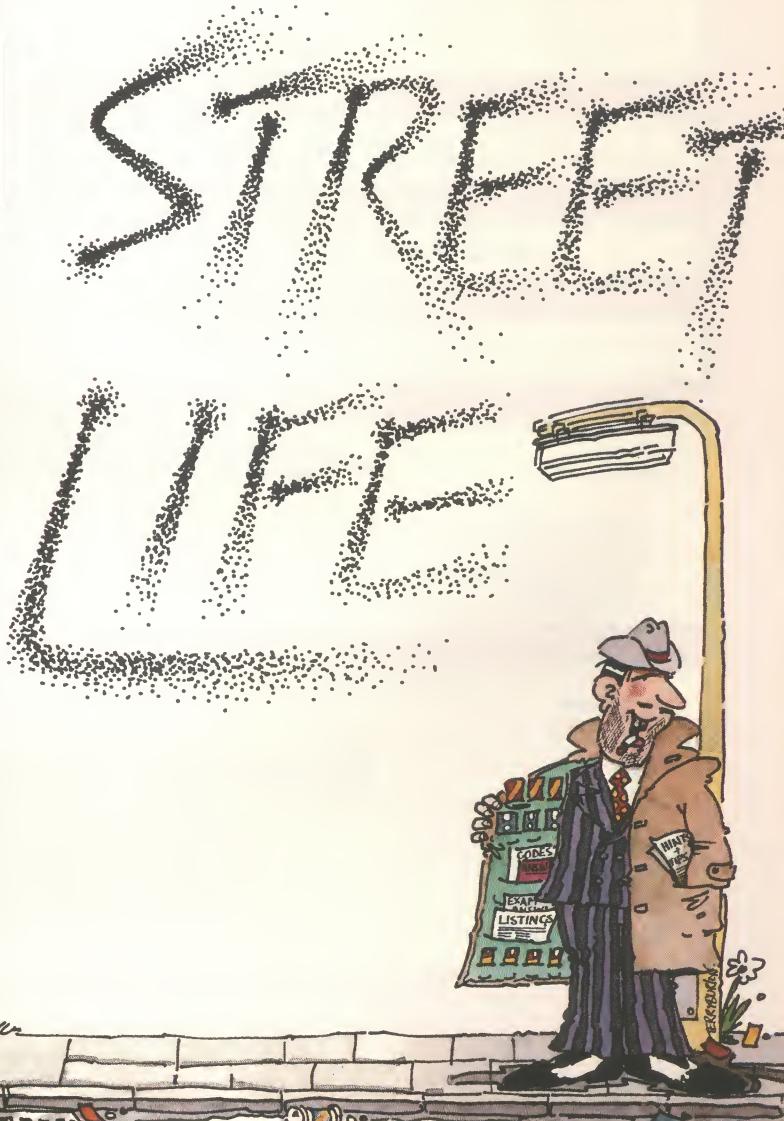
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## Continued from page 28

provide you with a full crew. He just won't do it. For the C64 and ST versions, you should stay at the bottom of the screen when you get to the shipwreck. You shouldn't try to rescue the men who look almost impossible to retrieve, otherwise you will crash. Don't be too greedy. As for the Shaman, you will find him to the left of the map on the western side.

On to *Fernandez must die*. I have just a few quick tips for this game. You should stay in your jeep for as long as possible. Don't waste your grenades, because you won't be able to get any more. Go into as many rooms as possible because you will be able to collect more items this way. Lastly, try to blow up the tank, because it will leave a glowing cross which will enable you to have the same firepower as the tank.

There are quite a lot of hints and

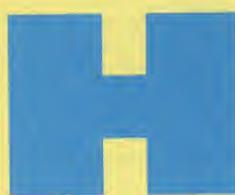
# C.I.A.

tips worth bearing in mind when you play *Quadrailien*. When you have cleared all the radioactivity from a chamber and the temperature has not reached critical, you should leave coolant barrels by the chutes. Quit the chamber and go to work in another one. When the temperature reaches critical, go back to the original chamber and push the barrels down the chutes. This will lower the temperature.

On the subject of temperature, there are three other points worth remembering. First, it is best to wait until the temperature is high before you use the coolant barrels, because

they are more effective. Secondly, the temperature increases in proportion to the number of moving objects in a chamber. The more movement, the faster it rises. So try to restrict the movement of objects. Thirdly, the higher the number of a chamber, the faster the temperature increases.

In the dark room, there are light switches on the floor. You should sit one of your robots on a switch to put the lights on. Leave it there while you use the other robot to find another switch. That way you can use the robots in rotation. If your energy runs low, you should call on another robot — each has its own energy level, so make use of all six during the game. If one of your two robots gets trapped or runs out of energy, then leave the room, taking the other robot with you. Re-enter the room and everything will be back to normal — your immobile robot will have recovered.



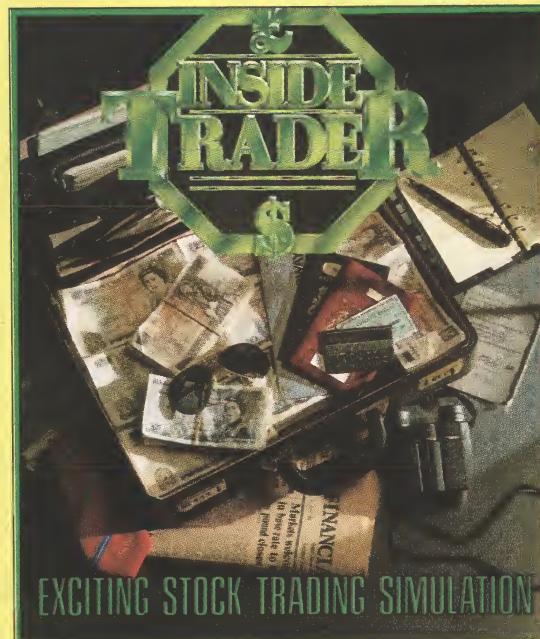
ey, I've got a great idea for a game. Let's take one of those stupifyingly dull stock market simulations and strap on some Ivan Boesky-style insider dealing just to spice it. Yeh, and then we could call it *Inside Trader* or something.

Shucks, Cosmi has already done it. Never mind, at least it has saved me wasting one weekend writing the game.

*Inside Trader* is all about you know what. If you don't know what I'll elaborate. Someone inside a company gives you privileged info on that company's plans or economic health. You, not being one to miss a golden opportunity, react accordingly.

For example: the boss of Bloggs Computers lets it be known that they are about to be the victim of a takeover bid by Nobbo Systems, so you rush out and buy Bloggs shares, which then rocket in price once the takeover bid becomes official.

Great, but illegal. *Inside Trader* gives you the usual buy and sell shares options (and lets you customise the names to incorporate your own fave companies) which are affected by random announcements and disasters. The companies are also rated as to their potential performance, so that if you play fair there is a reasonable chance that they'll perform well and you'll make



money in a very dull way.

Every so often, though, someone will offer the chance to buy insider information. This is where the risk

## F A X B O X

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Version: PC

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Reviewer: Duncan Evans

## RELEASE DATES

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C64: November

comes in because with every inside buy, there is a cumulative 10% chance of being investigated by the Commission. What a thrill, eh? If they rap your knuckles, then it's all over.

At the end of one hour's trading you are told that you have made a fair bit of cash (or whatever), in a brief message that instantly disappears before dumping you back into DOS. Whoopee!

If Cosmi had bothered to put some more interest, incident, and cash targets into the program it might have been worth playing more than once. At the moment it isn't.

Gameplay 25%

Grafix 5%

Sonix 5%

Overall

23%

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It has always seemed curious to me that a nation not yet a century old, still threatened by enemies abroad, should suddenly embark on a violent civil war which killed six hundred thousand of its inhabitants.

The South was fighting for its traditions and its way of life: without slaves, the rebels believed their economy would collapse. It was also about whether the United States would continue to survive or fragment. As the North's inspirational leader Abraham Lincoln put it, "My paramount object in this struggle is to save the Union. If I could save the Union without freeing any slave, I would do it; and if I could save it by freeing all the slaves, I would do it; and if I could save it by freeing some and leaving others alone, I would also do that."

Despite the seemingly senseless ferocity of the war, the United States recovered quickly and emerged from the experience possibly more united than ever. If the South had won, the world we live in today would be very different.

**"Decisive Battles of the American Civil War, Vol II"**, as its name suggests, is Antipodian strategists SSG's second attempt to simulate the battles of their period. The system seeks to simulate that most ethereal of qualities, the fog of war. Most wargames allow the commander of an entire army to worry over the positioning and tactics of each unit in his army.

In board games, this has reached ridiculous proportions. Companies have produced simulations of the entire Pacific war of 1941 to 1945 with the players moving every ship! Even Hitler at his most paranoid didn't exert this measure of control. SSG takes a totally different approach. The company's philosophy is to let the computer do most of the work. You play the commander of the army. You control only those units you might physically be able to control on a real battlefield. Your army

consists of corps, each corps contains several divisions and each division consists of a number of Brigades, the physical fighting units that actually appear on the map. The com-



mander can issue orders to the Corps commanders and can also take direct command of units within a four hex range of his position.

Then again, if you are a diehard "eyeballs in the sky" type, you can select a "radio" option and an "exposed" option. This allows you to see every enemy unit on the map and personally command all the friendly ones. As even the briefest of reading of any battle account will show, only by eschewing both these options will the full flavour of a battle of this period be gained.

This is a thoroughly laudable objective. In practice it's going to take me a long time to get used to the idea. Corps can only be ordered towards objective hexes. This means that a great deal of the actual deployment is left to the "computer general". Time and again, I saw "my troops" take up positions which did not seem to be the best. For a change, the computer opponent is far from stupid. There is a sense of purpose and strategic feel about its movements. This is one of the first wargames I have ever played in which I had a feeling of struggling to stay in control of a complex chain of command.

Having said that, I would like to make some criticisms. The first concerns line of sight. The systems contains very complex rules for determining the ability of one unit to see another. The time of day, weather, and terrain types of the two units are all taken into account. What it seems to miss is the fact that there might well be a ridge line, a body of friendly troops or half of Gettysburg between the two units. My other criticisms concern the playability of the game. When you place the map cursor over a division, various icons are displayed. These are not all self-explanatory. Old hands will eventually decipher them, but it might put off a newcomer. There is also no organisation chart. You access the corps HQ's, but you are not quite sure which actual brigades are under the corp's command. If they

**The violent and bitterly fought American Civil War is the subject of Lee Paddon's column this week**

happen to be in the map window, they are highlighted, but it would have been extremely helpful if the rules had contained a simple chart. Again, with a little experience, players get to know which units are in which corps.

It might also be argued that the company had not gone the whole hog with fog of war. You know what your own forces are doing at any time, a rare luxury. The game also contains a Warpaint and Warplan utility to construct your own scenarios. These utilities are supported by the company's magazine "run 5" which gives details of other battles.

Even if you only have a passing interest in the period, I recommend this product. It's only on the Commodore 64 at the moment with IBM and Apple versions to come and perhaps an Amiga version eventually.



This week Simon Pipe previews the forthcoming Crisis, the first comic with a conscience.

Those of you who have on occasion managed to pull yourselves away from the grip of the computer terminal will possibly have noticed comics are now officially "In". In fact, the comics scene is undergoing something of a revolution in Britain, highlighted this week by the launch of **Crisis**, a new thirty-two page, full colour comic which will examine contemporary modern social issues in a hard-hitting and thought-provoking manner.

'Third World War', the first story contained in **Crisis** (there are only two), is set in the near future and uncovers the plight of third world countries at the hands of ruthless Multinational companies. Each episode follows the adventures of Eve, a young West Indian woman who is enlisted into a militaristic Youth Selection Programme run by the Multinationals to protect their interests in the third world.

Under the guise of 'Free-aid', a benevolent fund administered by the Youth Selection Programme, the Multinationals actually exploit, oppress and control the impoverished third world, all the time making themselves richer and more powerful. Each episode from 'Third World War' has been well researched and

● A sneak preview from Crisis



● An example of Spanish artist Ezquerra's illustration style

based on factual evidence about what is happening right now throughout Latin America, Africa, Asia and other third world regions.

The strip is beautifully drawn by Carlos Ezquerra (you may remember his classic strip 'Major Eazy' in **Battle** comic), and written by Pat Mills, who has created many of the top characters in **2000 AD**. Certainly, the two episodes of 'Third World War' that I read were shocking eye-openers into man's inhumanity to his fellow man.

'New Statesmen' is the second strip featured in **Crisis**, a political thriller set in the year 2048, a time when widespread genetic altering

of human DNA molecules has led to the creation of a race of superbeings — the New Statesmen. Meanwhile, England has become the 51st state of America, and there is a sustained U.S. economic and military presence in the country. Understandably, not everybody agrees with this state of affairs, and the small English Liberation Army (ELA) fights a guerilla war to regain independence from the all-powerful America.

The ELA are labelled as terrorists by the collaborative English Government, who employ a squad of genetically engineered superbeings to track down and eliminate the ELA.

# Crisis

The main character is Burgess, a superpowered New Statesman who must choose between his allegiance to the order of New Statesmen and his conscience.

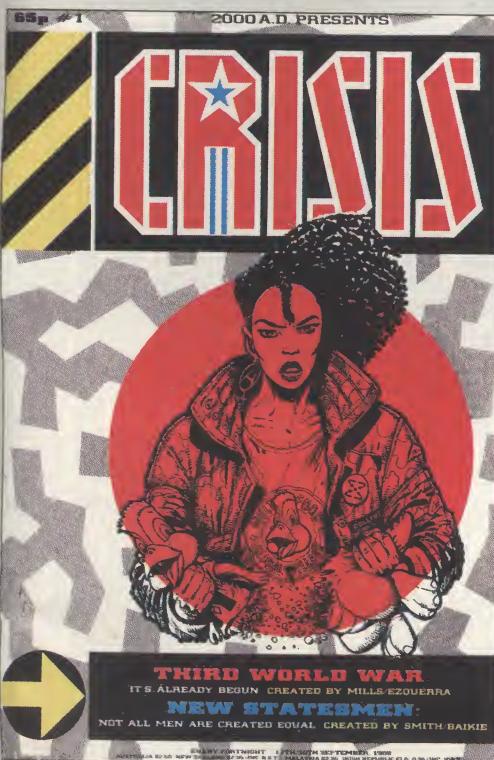
Some of the methods used by the New Statesmen to combat the ELA are brutal and effective. This is portrayed in one particularly chilling scene in which Dalton, one of the New Statesmen, interrogates a captured ELA guerilla, using his superpowers to reach into the prisoner's body and one by one collapse his internal organs!



The New Statesmen strip questions the morality of a world where not all men are created equal, a world where power corrupts, subterfuge abounds, and a few individuals hold immense power. Scripted by John Smith who at 21 is perhaps the youngest comic writer in the country, and illustrated by Jim Baikie, it is an impressive debut for these two rising stars.

The mastermind behind Crisis is Steve McManus, former editor of 2000AD, Britain's most popular (and still the most creative) science fiction comic. Since its launch 2000AD has gone from strength to strength, producing many innovative and award winning strips whilst at the same time providing a launch

## ● The front cover of Crisis



pad for the careers of a number of top comic book creatives.

McManus soon realised that 2000AD attracted a high proportion of older readers, and there was a market for a comic that appealed to maturer tastes. With the current Renaissance in comics (witness the success of *The Watchmen* and *The Darknight* — do yourself a favour and read them), coupled with the higher profile of comics generally, it was decided now was the time to unveil Crisis.



What makes the launch of Crisis doubly interesting is that for the first time in the history of comic publishing in this country, the artists and writers are being offered a fair deal. This means they get a share in any profits their creations may make, plus control of copyright. Previously, artists and writers were paid a flat rate for their creations, which meant if a character they had invented became a success and was marketed onto T-shirts, posters, badges or even television and film, they would not receive a penny. One only has to imagine how much money Superman or Spiderman generate to understand how important this can be.

The merciless exploitation by comic publishers in their search for profits has caused an exodus of comic talent abroad, where they are better appreciated. Perhaps this new deal will attract some of them back to work on Crisis. If it proves popular then a number of other titles are planned, and eventually the aim is to conquer the huge American comic market. It will make a change from the yanks flooding us with their puerile brand of comics. Personally, I hope Crisis is a success — it deserves to be, as Britain's first socially aware comic. Its mixture of satire, brutal reality, imaginative storylines that pull no punches, and high quality illustration is set to herald a new era for the Great British Comic. Go for it!

● Eve, the unfortunate heroine of 'Third World War'



# GAMESCAN

## TOP

## TWENTY

AMSTRAD	
TITLE	NO.
ATV SIMULATOR (1)	1
AIR WOLF (5)	2
STUNT BIKE SIMULATOR (4)	3
FOOTBALL MANAGER 2 (3)	4
BEACH BUGGY SIMULATOR (7)	5
BATTLESHIPS (2)	6
YOGI BEAR (RE)	7
RALLY DRIVER (RE)	8
FRUIT MACHINE SIMULATOR (RE)	9
ROCKY HORROR SHOW (RE)	10

TITLE	NO.
FOOTBALL MANAGER 2 (1)	1
TRACK SUIT MANAGER (2)	2
OUT RUN (3)	3
TARGET RENEGADE (4)	4
EMPIRE STRIKES BACK (7)	5
WE ARE THE CHAMPIONS (5)	6
ROAD BLASTERS (9)	7
CARRIER COMMAND (18)	8
ALIEN SYNDROME (8)	9
VINDICATOR (15)	10
STREET FIGHTER (10)	11
HAWKEYE (RE)	12
GUNSHIP (16)	13
BIONIC COMMANDO (6)	14
WHERE TIME STOOD STILL (17)	15
KONAMI'S ARCADE COLLECTION (11)	16
BARD'S TALE (12)	17
SALAMANDER (13)	18
DALEY THOMPSON'S OLYMPIC CHALLENGE (NE)	19
PETER BEARDSLEY'S FOOTBALL (RE)	20

SPECTRUM	
TITLE	NO.
BOMB JACK (NE)	1
EUROPEAN FIVE A SIDE (1)	2
FRANK BRUNO'S BOXING (RE)	3
FOOTBALL MANAGER 2 (2)	4
BEACH BUGGY SIMULATOR (5)	5
TRACK SUIT MANAGER (8)	6
BATTLESHIPS (9)	7
ACE (6)	8
STUNT BIKE SIMULATOR (RE)	9
SKATEBOARD KIDS (NE)	10

ST/AMIGA	
TITLE	NO.
VIRUS (ST) (1)	1
CARRIER COMMAND (AG) (NE)	2
GAUNTLET 2 (ST) (5)	3
INTERCEPTOR (AG) (2)	4
OUT RUN (ST) (6)	5
DUNGEON MASTER (ST) (7)	6
EMPIRE STRIKES BACK (ST) (3)	7
ALIEN SYNDROME (ST) (4)	8
BIONIC COMMANDO (ST) (NE)	9
IKARI WARRIORS (AG) (NE)	10

CBM 64	
TITLE	NO.
HAWKEYE (RE)	1
FOOTBALL MANAGER 2 (1)	2
BATTLESHIPS (3)	3
SALAMANDER (2)	4
TRACK SUIT MANAGER (4)	5
AIR WOLF (10)	6
RALLY DRIVER (RE)	7
EUROPEAN FIVE A SIDE (5)	8
BOMB JACK (9)	9
FRANK BRUNO'S BOXING (RE)	10

Charts compiled by Gallup. Last week's positions in brackets.

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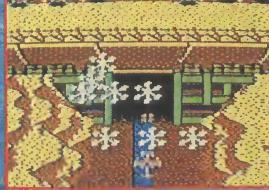
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